
N64 MAGAZINE
MORE GAMES! MORE PAGES! MORE TIPS! MORE CHALLENGES!
The UK's best-selling independent Nintendo mag!
N64 MAGAZINE
JET FORCE GEMINI
INSIDE!
Find absolutely everything!
WORLD'S BIGGEST REVIEW!
DONKEY KONG 64
PLUS! 22 NEW N64 GAMES REVIEWED!
INCLUDING: Resident Evil 2 p50
Super Smash Bros p44
WWF Wrestlemania p54
South Park: Chef's Luv Shack p64
No pen here? Have a word with your newsagent, we would.
TCS London WC2E 9AR
Not suitable for children under 36 months due to small parts. Please retain this information for future reference.
FREE! FANTASTIC WORMS PEN
It writes! It wriggles! It's free!
PLUS!
planet GAME BOY p35
The original and best Game Boy mag inside!
GAME BOY COLOR
Future Publishing
Your Guarantee Of Value
CHRISTMAS 1999 £2.95
9 771367 595003 13
ISSUE 36


www.ewj3d.com

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

N64 MAGAZINE

CONTENTS

Issue 36, Christmas 1999



Merry Christmas!

Can you smell it? That's the whiff of freshly roasted turkey, mulled wine and a big box of Celebrations with all the Galaxy chocolates specifically marked up for your attention.

Beautiful.

Er, well, actually, it's the beginning of November in the **N64** office, so the only odour we can pick up is the one coming from the stereo where Mark's choice of 'music' seems to be playing. Still, even the *thought* of Chrimbo is enough to get us excited, not least because, by the time Christmas Day rolls round, there will be over 22 new N64 games on the shelves, at least 12 of which you simply *must have* – oh, and naturally, *every single one* is reviewed this issue.

The biggest of the lot is undoubtedly the staggering *Donkey Kong 64*, and our review – a massive ten pages worth – starts on page 24. But, with *Super Smash Bros*, *Resident Evil 2*, *WWF Wrestlemania* and *Chef's Luv Shack* (among *many* others) also worth your attention, this is a bumper issue of **N64** in every sense of the word. And with your free *Worms* pen, you've got the perfect excuse to mark them *all up* on your Christmas wish list to Santa.

Have a great Chrimbo!

Tim Weaver
Editor

Next issue on sale
Monday 20th December
To find out why it's going to be fantastic jump to p128

Look out for this little chap on N64's covers every month to know that you're buying the biggest and best Nintendo magazine there is.



PLANET 64

Starts on page 10





REGULARS

planet GAME BOY





N64 ARENA

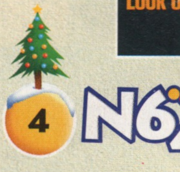
UK releases, reviewed, rated... and completed!

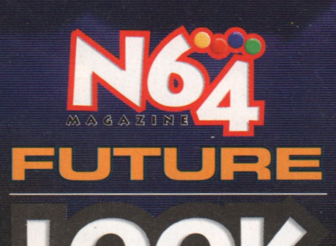
Starts on page 22

IMPORT ARENA

The latest Japanese and American games reviewed.

Starts on page 86





FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6





SOUTH PARK RALLY

The world's first playtest of this fab new racer!



6

ISS MILLENNIUM

We get to grips with Konami's new *ISS* game!



8



The ultimate reader service.

Starts on page 89

HOW TO... fill your pockets in Jet Force Gemini

94

DONKEY KONG 64

Rare's awesome new adventure gets the full ten-page treatment – only in N64! Read on!

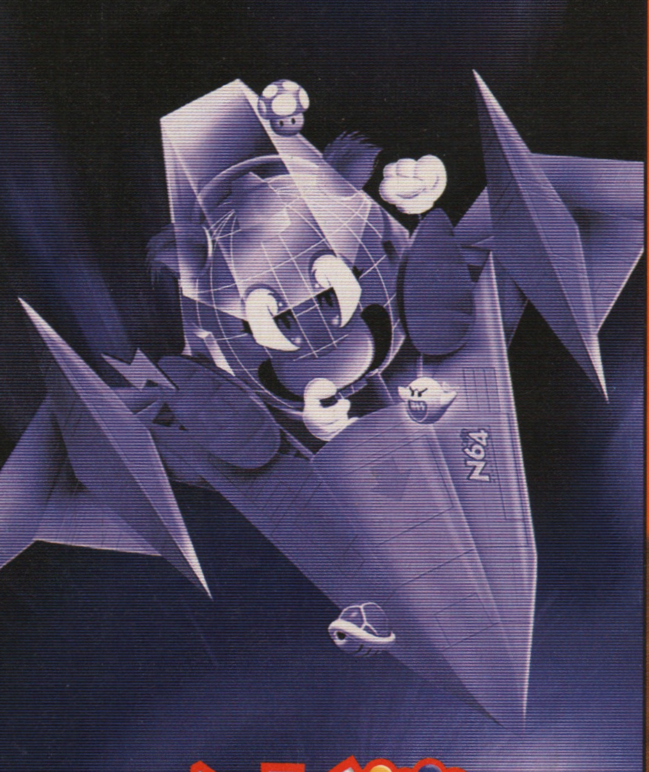
24

Cartwarming Christmas Tales

Join Mark by the log fire for some lovely Nintendo romances...

124

Flip to page 130 for a full index of this month's contents! GO! GO!



N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month





WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16! GO! GO!





Saddam makes his N64 debut. Very strange indeed.

Jesus finds comfort in Mr Hankey's pongy embrace.

This one is a simple race around the checkpoints. You can set a random order to add a bit of variety.

SOUTH

INFO BURST

SOUTH PARK RALLY	
FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

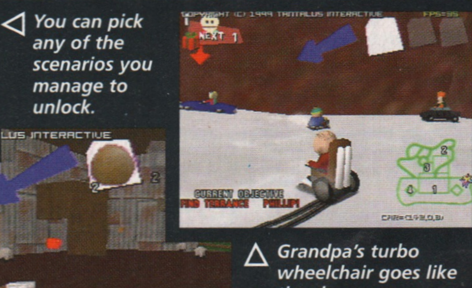
US	UK	Japan
Dec	Jan	TBA

ANTICIPATION RATING



You can pick any of the scenarios you manage to unlock.

Chef in his station wagon. A real babe magnet, that one.



Grandpa's turbo wheelchair goes like the clappers.



△ Four boys, one football and a field full of cows.

Starvin' Marvin heads for the refugee camp. ▷

◁ A blue glow as Cartman picks up a useful item.

Recognise these folks from the cartoon? Yup. ▽

After a shaky debut, Acclaim's South Park games are making steady strides towards respectability. There's the hilarious *Chef's Luv Shack* (flip to page 66 for the review) and now this – the first karting game that tries to do something other than foolishly steal from *Mario Kart*.

Instead of having a set of ordinary tracks to race around, *South Park Rally* has a selection of locations from the cartoon with huge road networks criss-crossing them, and rather than just racing a set number of laps around a certain route, you get loads of different missions to attempt. For example, you might be asked to collect halloween candy and deliver it to a certain point, with all the computer characters racing off in different directions to gather their own supply, or you might have to be the first to hit selected other racers with Cupid's arrow. One of the best missions we've seen so far involves collecting a present and hitting four checkpoints whilst carrying it. Sounds easy enough, but the player carrying the present becomes an instant target for everyone else as they try to steal it. Tricky, hectic and great fun – a kind of *Turok: Rage Wars* on wheels.

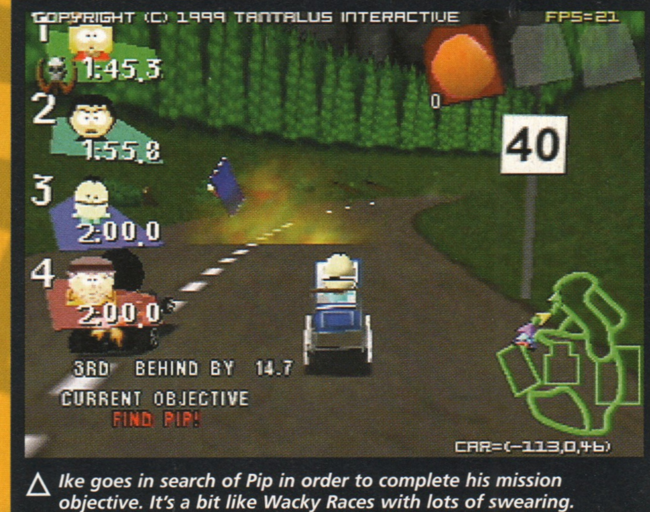
As you'd expect, just about every character from the TV series makes an appearance, complete with their own themed kart or other vehicle, so in addition to the familiar quartet of Stan, Kyle, Cartman and Kenny, you also get the pram-driving Ike, Grandpa in his wheelchair and Jesus (driving a cloud). The 30 playable characters also include the incredibly tasteless Starvin' Marvin, a stick-thin Ethiopian who rides around on a bag of aid agency wheat.

The weapons are just as bizarre as the racers. You can zap people with alien death rays, set a vicious dog on them, fire off what looks like an inflatable woman (we haven't figured out what it does yet), or invoke the ghostly presence of Saddam Hussein. Up to three items can be stored and used to administer large doses of hurt to the other players.

All of the different missions are also available as multiplayer contests, along with a strange American football game featuring a pitch filled with wandering cows. As with any karting game, *South Park Rally* is at its best with four players, although we hope that the frame rate can be improved for the final version. At the moment it's very smooth with just one or two players, but the larger levels can get a little jumpy when running in four windows.

We're really looking forward to this one. After enduring so many inferior *Mario Kart* clones over the years, it'll make a nice change to play something original.

LIFESPAN ***In addition to the familiar quartet of Stan, Kyle Cartman and Kenny, you also get the pram-driving Ike, Grandpa in a wheelchair and Jesus (driving a cloud).***



△ Ike goes in search of Pip in order to complete his mission objective. It's a bit like Wacky Races with lots of swearing.

PARK RALLY

park and ride

TO BE CONTINUED... Hopefully we'll have a review of Acclaim's racer in the next issue.

EXCLUSIVE FIRST PLAY OF KONAMI'S SOCCER RPG!

Most of the in-game text is still in Japanese at the moment.

Depending on where you play, replays pop up on the stadium screen.

Supremely confident keepers are a feature of the game.

Batistuta knocks one in for Argentina. He's the finest striker in the game.

The free kick system is unchanged from the '98 edition. No bad thing, of course.

How about that for some hi-res acrobatics? The frame rate certainly needs looking at though.

ISS MILL



The best football game ever made is back with a vengeance. It's been 16 issues since we reviewed the last incarnation, the masterful *ISS '98*, now at long last we've got our sweaty hands on the next instalment in the series.

VISUALS *The game features a hi-res mode, albeit at a very early stage, and uses the expansion pak for ultra-crisp graphics.*

ISS Millennium is set to be the most refined version to date, with a fantastic RPG mode adding longevity to the one-player game, and the speedy football engine from *J-League Perfect Striker 2* providing an even more fluid passing game. The RPG section is far from complete in the version we've all been playing in the office, but judging by what Konami promise will be in the finished cart, it's going to be superb. Starting as a talented but wayward young hopeful, you have to improve your skills and impress the scouts enough to win a contract with a big team. There are various training exercises you can practice to boost your rating in different abilities – for example, one exercise requires you to curl the ball into the net from increasingly more difficult positions. It sounds very much like an English version of the incomprehensible career mode from *Perfect Striker*



△ Knock it to the winger! The computer players now have much better AI.

▽ Saved. Your strikers will need to be on top form if they're going to beat these goalies.

△ You can import your player from the RPG mode into any team.

Ariel Ortega shows a fine turn of speed to outpace the defenders. ▷

△ Hopefully the replay mode will be tweaked and smoothed for the final release of the game.

▽ Being a Japanese game, Japan are slightly better than they are in real life.

▽ All-new animation on the coin toss screen. Looks ace.

▽ That's a bit of a puny stand in the background.

△ Our keeper has faced stronger shots from his kids in the back garden at home.

ENNIUM

euro 2000

LIFESPAN *This is set to be the most refined version to date, with a fantastic RPG mode adding longevity to the one-player game.*

2, which is something we've been itching to get to grips with.

In Tim's *Perfect Striker 2* review, the one thing he thought might improve the game was the addition of a hi-res mode. Well now we've got one, albeit at a very early stage. *ISS Millennium* uses the expansion pak to allow for ultra-crisp graphics. It's still a long way from being fully optimised at the moment, and there are some terrible drops in frame rate, particularly whenever the Sky TV swoosh happens before an instant replay, but don't worry – developers Major A pride themselves on the smoothness of their gameplay, and if they can't get a hi-res mode running properly, we won't be forced to endure it. There's currently an option to turn it off, but if it can't be done perfectly then it will just be dropped from the final version.

At normal resolution, it's a joy to play. As with *Perfect Striker 2*, *ISS Millennium* has the same basic core as the utterly breathtaking *ISS '98*. There are a couple of new moves to be found, including a neat step-over, and some new animations. The stadiums are better than ever, with flags draped around the running tracks and fantastic video replay screens in the showpiece arenas. As far as we can tell, the players have the same set of skills as they did in the '98 version but the goalies have been vastly improved. **N64**'s office champion Tim actually had a little trouble in racking up his customary six goals against Martin.

Hopefully we'll be able to get a better look at the RPG section next month. We'll also let you know how well the optimisation of the hi-res mode has gone, and whether it'll be included in the final version.

TO BE CONTINUED... We'll be bringing you more details about *ISS Millennium* next month.

QUICK JUMP TO RETROWORLD p12 NEW GOODS p13 N64 QUIZ p12 PREVIEWS p16

64DD released

But it's bad news if you were hoping to import one.

It's the must-have piece of kit for any keen import gamer, but Nintendo's unique distribution method for the forthcoming N64 expansion device, the 64DD, will make it extremely difficult for anyone outside of Japan to get their hands on one.

Instead of popping down to the local games store and picking up a 64DD, the only way to get hold of one is by ordering it online via a novel pay-as-you-go scheme costing ¥2500 (around £12) per month for the first year – after which the 64DD is yours to keep – and a further ¥1500 (£7) monthly subscription fee thereafter. For that price you get to use Nintendo's Randnet service, which features email and Internet access, multiplayer gaming and the ability to download demo versions of forthcoming titles. Randnet started accepting members on Nintendo's traditional big event date, November 11th, although at the time of **N64** going to press there were no figures available to suggest how many people had already signed up for the deal.

The package also includes a selection of hardware and games, which will be sent out in three batches. The initial delivery on December 1st contains the 64DD itself, a modem cart, an expansion pak, the system software needed to get online, a mouse, and two extra disks containing the RPG *Doshin the Giant* and *Paint Studio*. The second delivery, in February, contains *Sim City 64*, *Talent Studio* and a capture cartridge which will allow you to connect a digital video camera to the N64. The final delivery comes in April, and contains *Polygon Studio* and the long awaited *F-Zero X Expansion Kit*. There's also an optional keyboard, which is sold separately.

With Nintendo having no plans to bring the 64DD to the rest of the world, you'll need to have some very good friends in Japan who are willing to let you use their credit card and postal address if you want to order one. Of course we're keeping our fingers crossed, as a successful Japanese launch might persuade Nintendo to think again, but in the meantime if we find a reliable way to import the 64DD, we'll let you know.

The Randnet options screen. Choose internet services, downloads or net games.

Each Randnet account comes with five email addresses – yourname@ddrandnet.ne.jp.

1 CAPTURE CART – *Accepts inputs from a TV, video, camera or another console.*

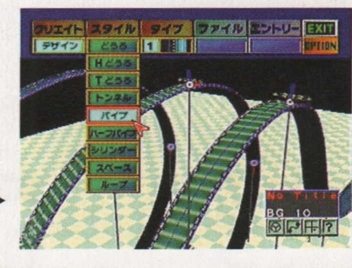
2 64DD – *Contains the drive itself plus some special ROM chips.*

3 MEMBER DISK – *The software required to log on to Randnet.*

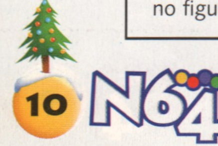
4 4MB PAK – *The 64DD is the reason the pak was designed.*

5 MOUSE – *Essential for using the three Mario Artist titles.*

6 MODEM – *The modem comes on its own separate cart for easy upgrades.*



The F-Zero X expansion disk is the 64DD's killer app. It would be a shame if Westerners never see it.





SHORT CUTS

TALES FROM THE CRYPT

Back from the dead this month is the long forgotten *Twelve Tales: Conker 64*. According to a reader Q&A conducted on Rare's website (www.rareware.com), the genies up at Twycross, responsible for this month's *DK64*, are still very much working on the scary-eyed 3D adventure. When asked if *Conker* had been canned, Rare replied, 'No, it hasn't. It's still being worked on by a full team and with the same level of dedication as when it was first announced.' It will, apparently, be out some time next year, along with their other big release, *Banjo-Tooie*.



PIKACHU STRIKES BACK!

Pokémon: The First Movie, hasn't even opened in the States, and yet Warner, the company responsible for pokémon's first full-length film, have confirmed that a second movie is already in the pipeline. Not surprising, perhaps, considering that The First Movie was Japan's fourth highest grossing film of last year. The film, already trailered in British cinemas, doesn't reach the UK until summer 2000.

TO THE EXTREME

After losing the WWF licence to T•HQ, Acclaim have confirmed that they've signed a deal with the Extreme Championship Wrestling organisation. Developers Acclaim-Salt Lake City will continue to use and improve their impressive *WWF Attitude* engine (**N64**/32, 88%), but now won't have the big names of the WWF. Still, ECW *does* have head-mashing, over-the-top, blood-spattered violence. Real sweet.

Bond is back!

007 returns to the N64...

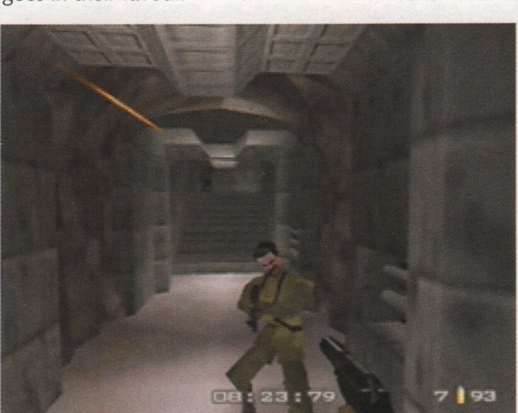
It's true! Those of you clamouring for a sequel to *GoldenEye* are in luck; an N64 version of the latest Bond film, The World is not Enough is currently about sixteen months into development, and scheduled for release in the middle of next year.

However, Rare are definitely *not* involved in the project. The people behind it are developers Eurocom, and the game will be jointly published by MGM and Electronic Arts. Eurocom, of course, are the people behind *40 Winks* and *Duke Nukem: Zero Hour*, and proved, especially with the latter game, that technically they know the N64 inside out. The face that the Duke's latest outing is additionally a damn good game also goes in their favour.



Will the game use the Zero Hour engine? It's a possibility.

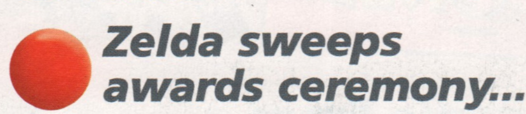
And, rather than go the route of the PlayStation-bound *Tomorrow Never Dies* – a hideous mix-n'-match of game styles, including a laughably ropey skiing section – Eurocom have plumped for everything that made *GoldenEye* great; namely, a first-person shooter with an emphasis on stealth, loads of gadgets, guns and a four-player deathmatch. Certainly, the last thing we want is an inferior carbon-copy of *GoldenEye*, but we reckon that Eurocom will take the template laid down by Rare's masterpiece and fashion their own highly enjoyable game around it. Unfortunately, no screenshots have been released yet, but rest assured, **N64** will be the first place you need to look for them. Stay tuned.



But can Eurocom replicate Rare's genius? We certainly hope so.

Ocarina of fine!

Zelda sweeps awards ceremony...



***Zelda* confirmed its place as one of the greatest games ever – if not *the* greatest – by well and truly clearing up at this month's BAFTA awards, the videogame equivalent of the Oscars.**

Facing stiff competition from a host of PlayStation games like *Metal Gear Solid* and PC titles such as *Half-Life*, Nintendo's classic walked away with the four top awards: Most Innovative Game, The Games Award, The Interactivity Award and The Computer Programming Award. Rare also won the Best UK Developer Award, despite not actually having a game out during the October-to-October period.





N64 Diary

Worried about missing a competition date? Fed up stalking the shops waiting for a new game? Or maybe you wondered when to put the Chrimbo tree up? Here's some unmissable dates...

N64 QUIZ
Issue 35
29th November
Just picked up the mag? Well, remember to shoot your quiz questions from last month along to us *quickly*.

DONKEY KONG 64
3rd December
Rare's insanely good monkey adventure hits the streets. Prepare to violate your bank account.

RESIDENT EVIL 2
Early December
Still no definite release date at the time of going to press, but keep an eye out for Capcom's top scare-fest around about now.

CHRISTMAS TREES
11th December
Yep, today's the 'official' date for putting those Christmas trees up – so get up into the loft and get decorating.

MARIO PARTY 2
17th December
Sweet news for importers – the sequel to the world's greatest party game comes out today. Full review in a couple of months.

N64/37
20th December
The last **N64** Magazine of the 20th Century! Reserve your copy now – it'll be a collectors' edition, you mark our words.

REMEMBER THE ADDRESS!
N64 Magazine, 30 Monmouth Street, Bath BA1 6BN

GO! GO!







POKÉ MONSTER HIT!

Whilst things were fairly slow sales-wise in the UK this summer, figures just released in America suggest the N64 is smashing every other format into oblivion over there. During the first half of this year, 11 of the top 20 best-selling games were from Nintendo, with *Pokémon's Blue* and *Red* topping the charts, and *Mario Party* and *Super Smash Bros* taking third and fourth place. *Zelda* comes in at sixth, while *GoldenEye* is still at number nine!

PACMANIA

No sooner had Namco announced their forthcoming *Namco Museum 64* than they confirmed that they'd be developing a PlayStation and N64 *Pac-Man* release simultaneously. *Ms. Pac-Man Maze Madness* will be an original game to tie in with the 20th anniversary of *Pac-Man*. A Namco N64 game being developed alongside a PlayStation release? What next, *Tekken 4*?

RETROWORLD

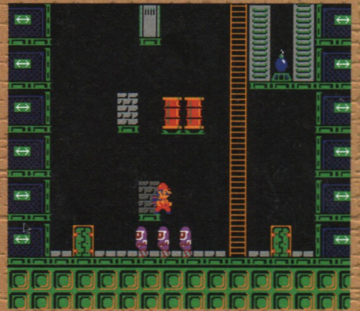
Another game from a decade past.

WRECKIN' CREW

NES • 1987

Just like *Super Mario Brothers 2* – which was a Japanese non-*Mario* title before Nintendo of America incorporated the happy plumber into the game – *Wreckin' Crew* on the NES smacks of a game that had Mario's face put on the box purely to help sales.

The only link with past *Mario* adventures was a big, brown mallet – the same weapon the dungareed one could grab hold of in *Donkey Kong*. In *Wreckin' Crew*, though, it wasn't used to see off barrels and fireballs. Instead, Mario used it to smash apart ladders, buildings and bombs, making his way through several screens of construction-site style scenery. Meanwhile, a set of distinctly non-*Mario* like baddies – red lobsters who walked unnervingly on their hind legs – tried to stop his demolition derby.



Interestingly, *Wreckin' Crew* was one of the first NES games to feature a screen editor – but because the technology to save to cart was still some way off, any custom masterpieces disappeared as soon as the NES was unplugged. Nintendo didn't let that bother them, though: the option to 'Save Level' popped up on the main menu, which the manual explained was for 'when saving to cart becomes possible in the future'. Crazy.

Wreckin' Crew's repetitive mallet-swinging action didn't make it Mario's most accomplished outing, but it was still popular enough to warrant a recent update on the SNES, *'Wreckin' Crew '98'*. Track it down if you're interested in seeing Mr Moustache do something other than bash his head on bricks – and to discover where *Blast Corps'* idea of 'destruction for fun' originated from.

Mark Green



Roll on up for fifty quid's worth of questions...

It's not every day that you can win fifty English pounds just by answering a few questions. At least around these parts anyway. But, answer these questions correctly, and that fifty pounds could well be yours – a nice little earner, and no mistake. It'd certainly go well with your Christmas money, and you could go crazy-mad on a Boxing Day shopping spree, and buy all sorts of N64-related stuff. Read on, then...

1	*Which member of Team 64 said "This kicks ass" this month?*
2	*"No two games are ever the same". Which game is Kittsy talking about?*
3	*In which game would you find a "mountain-sized toadstool"?*
4	*What did Bill Palmer send in this month?*
5	*"A real Lenny Bennett of a game". Which game, though?*
6	*At whose house would you find an "irradiated chicken"?*
7	*Oliver Hurley – which game does he pass judgement on in these very pages?*
8	*Mark Green – mutant giant or just big-boned?*
9	*"It's an old typewriter". On what page?*
10	*How many Tribals are there in Goldwood?*

HOW TO ENTER

It's simpler than Mark Green before his early morning Coca-Cola caffeine injection. Send the form to:

Good Golly Quiz Folly: Chris-cross'll make you jump, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

Rules
1. Closing date is 31st December.
2. Employees of Future Publishing can't enter. Don't make me come over there.
3. The winning entry will be the first entirely correct one to catch our editor's fanciful eye.
4. The editor's decision will be final. Like armageddon, but not as painful.
5. "Not today! Not to Gil! I could taste the sale, I was in the zone..."

Last month's winner was:
Gabrielle Adams, Darlington

The N64 Quiz *My answers are as follows:*

1. ____________ 6. ____________
2. ____________ 7. ____________
3. ____________ 8. ____________
4. ____________ 9. ____________
5. ____________ 10. ____________

Good, no? Oh, and you'll probably be wanting this too...

Name ____________ Address ____________

____________ Postcode ____________ N64/36

NEW GOODS

All the best new Nintendo-related merchandise (and some ancient timepieces).

MARIO AND YOSHI WATCHES

Wicked Ware • £7.99 • 01993 844885

Odd. A period of déjà vu passed through the **N64** office when these chunky Mario and Yoshi watches arrived... and we soon found out why. Incredibly, these little beauts are over *five years old*, tied into the original *Mario Kart* on the SNES, and don't keep time particularly well, reminding us of those digital Casio's with the stupid-sounding alarms that used to go off during History lessons. They look a real old treat on the wrist, mind.

71%





POKÉMON YO-YO

Tiger Electronics • £9.99 • 01423 501151

This could be 'da biz' if it weren't for the fact that there's no 'clutch' on it, which kind of puts paid to its real standout feature: that, as you spin it, it starts to play the theme from the cartoon. See, with no clutch, you can't keep it spinning for any length of time, so you just get the first few seconds of the tune over and over and over again. What they really needed to do was have the tune start in the same place it left off from. Shame, really.

67%

POKÉMON PINBALL

Tiger Electronics • £17.99 • 01423 501151

We're not entirely sure this works, but still... as an addition to the ever expanding library of Pokémerchandise, it simply can't be beaten. With a series of LED's replacing the path of the ball, it's not quite got the unpredictability of proper pinball, but with regular cries from Pikachu (who sounds like he's got a mouth full of crumpled up newspaper) and a storming rendition of the American TV theme, it's impossible to resist.

70%



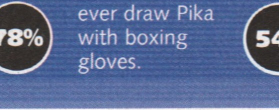


POKÉMON ROLLING FIGURE THINGS

Project K • £12.99 for the set • 0181 508 1328

Pull them back, let go, and watch them fall off the table. These chunky Pokémon wheelies are fast, but with only two wheels to guide them, they favour a gradual curve over a pleasingly straight line. So, any attempts to race Pikachu against Mewtwo will be foiled by their tendency to topple over, tumble to the ground or smash into each other halfway. Still, if you want to cradle *Pokémon Gold* character Togepi in your hands, this is your chance.

78%



POKÉMON RUCKSACK

Project K • £8.99 • 0181 508 1328

This teensy blue satchel comes complete with dodgy line drawings of the most popular Pokémon (Pikachu, Poliwag, and, er, Oddish), and a bizarre 'Pocket Monst' message on the front. We're not entirely convinced this is an official piece of Pokémerchandise, to be honest – we're sure Nintendo wouldn't ever draw Pika with boxing gloves.

54%

DKR RACING FIGURES

Wicked Ware • £9.99 • 01993 844885

Coming in Diddy Kong, Banjo and Wizpig flavours, these neat *DKR* action figures remind us a bit of those A-Team toys you used to be able to get in the 80's, with beefy casting, bulky vehicles and pleasing 'extras' such as Wizpig's rocket which 'sparks' when you get him up to speed. Diddy's plane is the best, though, with its moveable bottom that wobbles as it races, making it look as though he's about to take off. Diddy-lightful.

87%



WIN!

POKÉMON ON WHEELS

Answer a simple question, and you could win one of five chunky Pokémon rolling figurines – ideal for scaring small children and kittens with. The question goes a little bit like this:

Which Pocket Monster looks like a giant mound of jelly?

Answers on the back of a postcard to:
Wibbly Wobbly Wonderland Competition,
N64 Magazine, 30 Monmouth St, Bath, BA1 2BW
To reach us no later than 5th January. The first five entries out of the hat win a figure. Sounds fair, yes?

NINTENDO64

CAPCOM remember it's only a game. remember it's only a
remember it's only a game. remember it's onl
remember it's only a g
remember it's only a game. remember it's only a game. remem
er it's only a game. remember it's only a game.
only a game. remember it's only a game. remember it's only a gam
remember it's only a game. remember it's only a game. re
nly a game. remember it's only a game. remember it's only a game
er it's only a game. remember it's only a game. remember it's onl
remember it's only a game. remember it's only a game. remem
remember it's only a game. remem
nly a game. remember it's only a game. remember it's only a gan
s only a game. remember it's only a game. remember it's only a g
e. remember it's only a game. remember it's only a game. rememb
only a game. remember it's only a game. remember it's only a gan

Updating you on the N64 games of the future

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

Zelda Gaiden

More new shots of Link's latest stunning adventure!



Link makes for his trusty stead as the world threatens to explode.

Along with *Perfect Dark*, *Zelda Gaiden* is the game to put £40 aside for next year – and these extraordinary new shots *further* prove the wonder of Nintendo's newie.

With Miyamoto casting an eager eye over proceedings, the design team responsible for the magnificent *Ocarina of Time* are rapidly turning Link's second N64 adventure into – astonishingly – something even better. With 4Mb of extra oooomph thanks to the expansion pak, *Gaiden* now boasts a wondrous level of detail – the environments are abso-flippin'-lutely amazing – as well as the ability to throw around enemies at a rate of knots Acclaim-Austin can only dream of. During a brief spell in one of the game's unnamed Dungeons, for example, up to seven Stalfos skeletons attacked us at one time; when compared to *Ocarina of Time*, which could only face off two at a time, it's a bum-trembling achievement.

But, more significant is the game's emphasis on masks this time round, and Link's ability to use them to gain the skills and abilities of those they belong to. Goron, Zora, a Deku Scrub, each of these Link can change into, with some truly terrifying transformation scenes as accompaniment. Look out for more on this breathtaking Nintendo game in coming months…



Link as a Goron, taking part in the famed Goron race.

The environments are even more stunning than before.

Like the first game, you can switch to first-person to get a better idea of where you are. Long way down.

Q & A

What's the story?
Weird. After following 'a stranger with a mysterious mask' through a warp tunnel into an alternative dimension 'that's oddly familiar', Link finds himself having to prevent the moon falling from the sky. If he doesn't, the world will end.

Eh?
Yeah, it's a screwy one. Unfortunately, Nintendo are keeping quiet about much of the story, so it's not quite clear whether Ganondorf's involved, or whether the cast of characters from Ocarina will reappear. All we do know is the whole masks thing is tied in somehow.

Ah, yes, the masks.
Yep. It's a clever idea, allowing Nintendo to explore ideas that they couldn't have in Ocarina; now Link gets to do all the things all the other characters did in the first game. Tee-rific.

INFO BURST

ZELDA GAIDEN

FROM:	Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Summer		March

ANTICIPATION RATING: 5/5



△ A variety of 'drive cams' are available.

◁ Real cars, plus some lush track detail.

△ The game is split into a series of 'zones' and then sub-divided into tracks.

Indonesia. Narrow alleyways and sharp turns make this tricky. ▷

Rally Masters

Amazing hi-res rallying action!

After a barren couple of years, the N64 is now, without a shadow of a doubt, *the* place to be if you're into your racing games. With *World Driver* and *V-Rally* safely in your collection, next year promises even more of the same: as well as the brilliant *Top Gear Rally 2*, *Ridge Racer* and *Rally Championship*, there's also this, *Rally Masters*, a gorgeously hi-res effort from N64 first-timers, Digital Illusions, who previously coded *Motorhead* for the PC.

Known as *Test Drive Rally* in the US, *Rally Masters* has 22 licensed vehicles – each with chooseable colour schemes – 23 real-life rally drivers and an incredible 51 tracks. It's also got a fantastic customisable championship, where you can create your own competition from scratch, choosing cars, tracks, and vehicle settings like gear ratios, tyres, suspension and top speeds. There's no track editor, unlike next month's *Top Gear Rally 2*, but the sheer amount of default tracks available – each one suitably expansion pak'd up – plus a load of different play modes (including a tiptop four-player game) means you'll hardly even notice the omission.

There's still a little way to go – although, strangely, the game is pencilled in for an American release before Christmas – but already the game is looking incredibly promising. High speeds, spot on handling, gorgeous visuals, a staggering number of tracks; could this be the first of the serious *World Driver* challengers? Find out for sure in a couple of months…

The game's license even extends to the ads on the side of the road. Beaut. ▷



◁ Realistic weather conditions mean plenty of surfaces to cope with.

△ The expansion pak will mean crisp PC-like visuals. And no slowdown. We hope.

Q & A

As good as *World Driver*, then?
Ah, well, we'll have to wait and see, but Rally Masters is certainly looking top notch. The handling's sturdy, the track design intelligent, and it uses the expansion pak properly by crisping up the visuals and still managing to maintain an impressive 25 frames per second.

Is that fast, then?
Oh, yes. 25fps is about the speed that World Driver got to at about its three-quarter mark.

Can't believe it's got 51 tracks, though…
Well, it has. And they're not 'seasoned' either, like Roadsters or Top Gear Rally. Instead, they're structured a bit like V-Rally was, with hugely different routes for each location.



Oh, not the routes approach.
No, no, not routes like GT64 did routes, with half a mile stretches of road that the developers reckoned were 'extra tracks'. Rally Masters actually has completely different tracks for each location, so effectively you've got around three or four tracks for each venue.



INFO BURST

RALLY MASTERS

FROM:	Infogrames
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Spring	Spring	TBA

ANTICIPATION RATING

GO! GO!

Q & A



So, how similar is *Castlevania 2* to the original?
Well, the two new characters – Cornell and Henry – have got a whole new range of attacks to draw on – with Cornell able to use human and werewolf abilities – and each has their own adventure with locations and bosses that the other character won't get.



So far, so similar. It sounds like a case of more of the same.
Well, yes. It also appears that certain areas (the Tower of Sorcery, the Tower of Execution) will be pretty much the same as in the first game, just with slight graphical additions as Special Edition is set ten years earlier, remember.

A bit cheap, isn't it?
Perhaps. But in reality, Castlevania 2 is the game Castlevania was meant to be; the complete package. With bigger, better bosses, a new four-stranded storyline and some all-new locations. But still the same camera, sadly.



INFO BURST

CASTLEVANIA 2	
FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Dec	Jan/Feb	TBA

ANTICIPATION RATING



Medusa unleashes bloodsucking snakes that cling to you.

The harpy attacks from above. Yoiks!

The Medusa – a cracking, and very scary, boss. She can turn you to stone.

The harpy takes a good old-fashioned pasting, courtesy of Cornell.

The Medusa isn't too fond of holy water.

Castlevania 2

Fangs for the memories! (Sound of gunfire.)

The N64 version of *Castlevania* – whilst annoying many traditionalists with the move from 2D to 3D – was a thoroughly entertaining slice of vamp-filled undead-slaying.

It had its problems, though; an annoying camera and an emphasis on pixel-perfect jumping being the two main offenders. Foggy, muddy visuals didn't help either, but the wealth of wonderful set-pieces (the begging villager, without a reflection in the mirror behind him for one) more than made up for it.

Which brings us neatly to *Castlevania 2*, the inevitable sequel – of sorts. You see, *Castlevania 2* is more of an add-on adventure than a true sequel, hence the American title of 'Special Edition'. Taking place a decade before the events in *Castlevania*, there's now the option to play as hairy werewolf chap Cornell or the armour-plated warrior Henry, each of whom has his own quest to tackle, much like the previous games' Reinhardt and Carrie. Intriguingly, Reinhardt and Carrie are both *also* playable in the game, so you're effectively getting the original game bundled in with *Castlevania 2*. Which isn't half bad.

Although the development cart we got hold of this month was still early code, the game itself is scheduled for a January/February UK release (which means, hopefully, that we should have a review for you in the next issue or two). Sections that we've played include several impressive boss encounters – with a huge serpent, a harpy and a vile Medusa – plus some platforming sections that were admittedly fairly similar to equivalent sections in the original game. All will be revealed very soon.



Strike one to Medusa. Best get up quickly, eh?

The Tower of Sorcery returns – in a slightly different form.



All the muscle you don't have yet.

"The Gran Turismo of the N-64."
-IGN64.com



Your Passport to Racing

Welcome to wimp-free racing. 33 finely tuned machines, 120 international racing environments, and speeds that'll blast pure octane right through your scrawny veins. It's 100% pure beef, even if you're not.











www.midway.com



Q & A

So *Hydro Thunder* looks quite promising, then?
Yup. Although we have to say we're a bit disappointed by the absence of any realistic sea-action, it's an almost perfect port of the arcade original – and looks appreciably similar to the imminent Dreamcast version. It also whips along at a rare old rate.

It's not *Wave Race*, though, is it?
No, it's not. It's an altogether simpler affair that's more geared to straight-ahead racing than Wave Race's tricks and extras. However, even though the water's pretty flat, the boats still 'dig' in as they turn.



Sounds sweet.
Should be. There's plenty of characters: the whole X-Men brigade, plus a whole lot of baddies (expect Magneto as a boss), and maybe a few secret guests. Spiderman, anyone?

How does it 'feel'?
Difficult to say from the early version we played. The controls seemed intuitive, with plenty of moves, but with frame rate problems. The arenas and characters weren't really running right either. Syrox want their game "to feel like Tekken".

Anything else?
How about a 'Mutant Scoring System', where players can track their points performance, different areas of strength and, best of all, moves discovered.



Hydro Thunder

Get wet and wild with a new water-based racer.

Wave Race 64, despite being an almost three-year-old veteran, is still absolutely tremendous – on all counts. And it's a measure of the N64's – and Nintendo's – brilliance that the water effects have not been bettered on any system anywhere since.

So, what can *Hydro Thunder* offer that *Wave Race* hasn't already? It's another water-based racer, but this time the emphasis is pretty much on straight racing thrills, rather than battling against the ebb and flow of the tide, which Nintendo's classic positively encouraged.

Even so, the physics on the boats themselves are pretty striking; scything through the water and generally reacting as they would in real life, despite the absence of waves. Although there are no weapons, turbo power-ups are available, and there's an emphasis on shortcuts and huge jumps. Coming from developers Eurocom – the folks behind the technically superb *Duke Nukem: Zero Hour* – *Hydro Thunder* certainly looks the part, pin-sharp and colourful. And it's incredibly smooth, too, with nary a shudder of frame rates, which bodes well for the two-player mode. Question is, can it come up to the dizzy heights of the superb *Wave Race*?

We'll find out for sure in the next couple of months...

INFO BURST

HYDRO THUNDER	
FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?		
US	UK	Japan
Jan	Jan	TBA

ANTICIPATION RATING: 4/5


The boats are very futuristic – not like Wave Race's jetskis.

Stupidly huge jumps and plentiful shortcuts abound in Hydro Thunder. Good fun it is, too

X-Men

Comic book heroes fight on the N64.

With the film of the comic book currently going under the cameras in the States, what better time could there possibly be for Activision to roll out an X-Men scrapper?

In fact, even if the film *wasn't* in the middle of shooting, the idea of an X-Men beat-'em-up is still knee-knockingly exciting. With all the X characters from the comics pencilled in to make an appearance, plus a host of reliably nasty baddies including stalwart Magneto as well as Mr Sinister and the Brood, the game promises to be a stonking fist fight of the highest order. Or, at least, it *will* if unknown developers Syrox manage to bring those all important controls together. Certainly, from these early screenshots, things look pleasingly solid and detailed.

Question is, can *X-Men* really compete with *Smash Bros*? Find out over the coming months...

INFO BURST

X-MEN	
FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?		
US	UK	Japan
March	March	TBA

ANTICIPATION RATING: 4/5


Beast and comedy Cajun Gambit have a bit of a 'rumble'. Beast's the man.


Wolverine and Iceman square up. Those claws are pretty sharp...

Iceman gets a firm kicking from the rock hard Wolverine.

Nuclear Strike 64

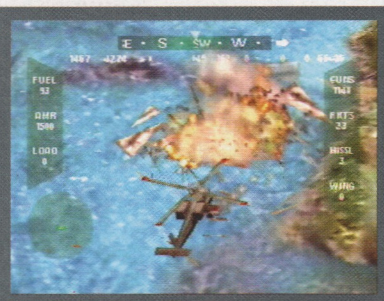
Copter capering with atomic power!

Next from the industrious T•HQ comes *Nuclear Strike*, a timely N64 rendition of the third game in the top grade *Strike* series, after the Saddam-bashing *Desert* and the drug-smashing *Jungle*. And, although *Nuclear* is seen by *Strike* afficionados as being the weakest of the three, snappily-named developers Pacific Power & Light – who repair telephone lines in their spare time – reckon they've turned in the best version of *Strike* yet.

Probably part of the reason is that they've created the entire game from scratch, bravely deciding not to simply port over the age-old PlayStation and PC versions, and instead give N64 gamers something to shout about. The result is a surprisingly fine-looking chopper sim with 15 different air, ground and water vehicles – including Apache 'copters, Harrier jump jets, tanks and hovercrafts – as well as some much-improved AI, with CPU opponents reacting and attacking depending on what you do. The effect is mightily impressive.

Disappointingly there's no four-way deathmatching, even though the *Strike* series would be perfect for a spot of multiplayer rocket-launching. But there should be more than enough one-player missions to keep you going (over 20 according to T•HQ), and the extensive gameplay enhancements – better AI, quicker speeds, bigger explosions – means there's also a good deal more to occupy your time. In fact, this could just be one of the best *Strike* games yet.

Look out for more as we get it…





△ Explosions. Of the nuclear variety. There's plenty more of them too.

▽ There's a wealth of different missions, including village bombings.



◁ Despite there being 15 different vehicles, the 'copters are still the most fun.

The hovercraft provides a quirky way of getting about. ▽

Q & A

Action, that's what we want.
And that's what you'll get. The game is lightning quick now, and there's a healthy arsenal of weapons to chuck about, with some truly eye-gorging explosions. What really makes the game, though, are its super-detailed environments. Buzzing about the place in one of the 15 – 15! – vehicles, it's now much, much easier to see what's going on.

Looks nice, does it?
Oh, yes. Some of the textures used on the buildings and landscapes in the game are almost photo-realistic, and diverse locations like rivers, grasslands, mountains and forests look incredibly life-like. All the explosions are polygonal too, so they look nice and biiiiiiig.

And all the levels are exclusive to the N64?
Absolutely. The final number hasn't been specified, but not one of the levels featured in Nuclear Strike 64 *was featured in a previous version of the game. They'll be the same mix of building-bashing, just with different mission objectives. Beautiful.*



INFO BURST

NUCLEAR STRIKE 64	
FROM:	T•HQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
May	May	TBA

ANTICIPATION RATING

AN EAR TO THE GROUND

French developers Ubi Soft – they of *Rayman 2* and (cough) *Tonic Trouble* – have confirmed to **N64** that they're working on four games for Dolphin. The first will be a Batman game based around the fantabulous TV series (let's hope they make a better job of it than Titus did of *Superman*), while the second will also be a license, this time a 3D Donald Duck adventure. The other two have yet to be announced. Meanwhile, their long-in-development Playmobile platformer, *Hype: The Time Quest*, has been cancelled on the N64. Bit o' a shame.



On to brighter things, Capcom have given the firmest confirmation yet that they are working on *Resident Evil Zero*, an all-new *RE* game, for the launch of Dolphin. Previously it was thought *REZ* would arrive on the N64 later next year, but Capcom's American office, who aren't shy about dropping fairly hefty hints, reckoned Dolphin was looking more likely.

With this month's *Donkey Kong 64* almost in the shops and *Perfect Dark* set for next April, the big discussion of the past 30 days has been what exactly Rare are working on next. Obviously there's a *Mickey Mouse* game in the pipeline, as well as *Banjo-Tooie*, but other rumours persist about *Killer Instinct 3*, and maybe another shoot-'em-up. On their website, the Twycross funsters even admitted they wouldn't rule out a return to Bond, *or* the much-talked-about '*Gran Turismo*-beater'.

Core, makers of *Tomb Raider*, have recently been wondering whether to extend their lock-out deal with Sony, which only allows them to develop PlayStation Lara games. It seems there's a few at Core HQ who quite fancy a stab at Dolphin. Word has it they've even been tinkering with some ideas for a Nintendo *Tomb Raider* game. We shall see.

THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA

Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

Donkey Kong 64

It's here! Huge 10-page review of Rare's stunning new ape adventure! It's better than *Banjo-Kazooie*!

GO TO PAGE 24

Don't forget to visit the IMPORT ARENA
The games they're playing in America and Japan.



Bangaio

It's a strategy game dressed up as an RPG. Odd, that.

GO TO PAGE 86



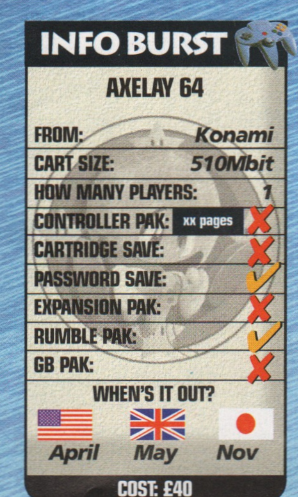
EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...



THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.



GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses

+ ● Amazing levels.
– ● Appalling music.

If you like this...

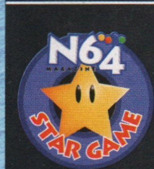
Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.



85% and above – *Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70% – *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

69% – 50% – *Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% – *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% – *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

Anything the Kong family can do, we can do better. With makeshift instruments, fashioned from random stuff lying around the office, we took part in our very own **N64** Rap. Beware...



TIM WEAVER
He's the leader of the bunch, he always smiles, as long as he's got those pills for his piles.
GAME OF THE MONTH
Chef's Luv Shack



WIL OVERTON
Wil squeezed Poliwag and laid down a track, he wasn't so smug when it smacked him back.
GAME OF THE MONTH
Bangaio



ANDREA BALL
"This pencil sings sweetly," Andrea said, after she'd finished glueing her hair to her head.
GAME OF THE MONTH
Resident Evil 2



JUSTIN WEBB
Justin pursed his lips and played his brolly, his gaze suggests he's off his trolley.
GAME OF THE MONTH
Roadsters



JES BICKHAM
"This instrument's great!" our friend Jes cries, but we have to wonder – who ate all the pies?
GAME OF THE MONTH
Smash Bros



MARTIN KITTS
Kittsy's glove melody was full of charm, but we're still worried about the leftover arm.
GAME OF THE MONTH
Worms Armageddon



MARK GREEN
With an elastic band, Greener's having a ball – the N64 boxes aren't so bad after all.
GAME OF THE MONTH
Donkey Kong 64



OLIVER HURLEY
Olly's the new boy, his spoons came free, we told him to use them to make the tea.
GAME OF THE MONTH
WWF Wrestlemania



NEIL PEDOE
This young man would like a One 2 One, with his charming looks, he's one for your mum.
GAME OF THE MONTH
Xena

PREVIOUSLY IN N64 Back in **N64**/35, we Special Investigated *Donkey Kong 64* big-style.



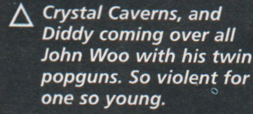


△ *Take this key to K. Lumsy and unlock his cage. He'll be ever so grateful.*

Lanky doing what monkeys do best: climbing up giant mushrooms. Er... ▽

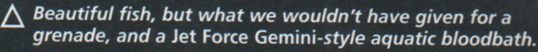
△ *Crystal Caverns, and Diddy coming over all John Woo with his twin popguns. So violent for one so young.*

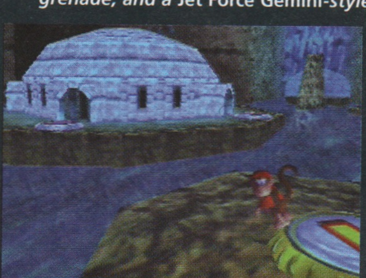
These Kremlings-in-barrels yell "Come on!" as they scamper towards you. Cute. ▽





△ *Beautiful fish, but what we wouldn't have given for a grenade, and a Jet Force Gemini-style aquatic bloodbath.*

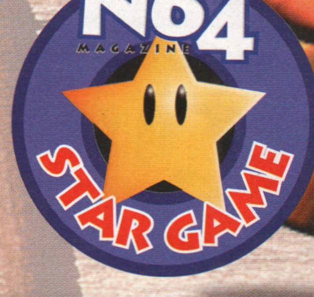




◁ *Yes, it's an ice world. Yes, it's an igloo. Yes, DK64 reuses plenty of old platform ideas.*

DONKEY

The N64's big Christmas game has arrived. Is it just what we always wanted?



INFO BURST

DONKEY KONG 64

FROM:	Rare/Nintendo
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?



December 3rd

COST: £60 (with expansion pak)

The speculation began within days of the N64's release. The *Donkey Kong Country* series of platformers had been so mammothly successful on the SNES, Rare *must* have been planning a 64-bit update. They'd be fools not to, surely?

But, the good folk at Twycross kept their mouths shut, until, without warning, a single screenshot appeared on Rare's website. There was Diddy Kong, there was a Kremling, there were shiny coins, and there was a minecart. *Donkey Kong 64* was on its way, using the same game engine as the fabulous *Banjo-Kazooie*, and all signs pointed to it being a worthy continuation of all that made the originals great.

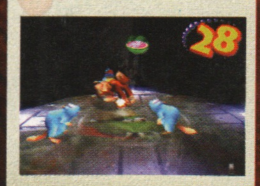
Now, exactly one year later, it's here, and it's got a lot to prove. It needs to be sufficiently different to *B-K*. It needs to justify its astonishing £60 asking price (thanks to Nintendo's clueless distributor, THE, refusing to sell a version of the game without the required expansion pak). And, after *Perfect Dark*'s disappointing delay made us cry real tears, it needs to give N64 owners a Christmas to remember.

So, the be-all and end-all of platforming, or just *B-K* in ape's clothing? Everything you need to know about *DK64* lies ahead...





CROWNING ACHIEVEMENT
If you can find a tile with K. Rool's ugly mug printed on it, stand on it and press Z to be transported to a Battle Arena game, where the aim is to survive an onslaught of Kremlings without toppling off the edge of the floating platform. Survive, and you'll win a crown – collect as many as you can, as they'll prove essential when it comes to getting your paws on *DK64*'s final boss.



KONG 64

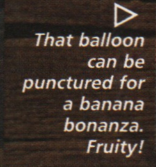
Monkey Magic

Although there are scores of different items to be found in *Donkey Kong*, the main quest – find the eight keys that will free giant croc K. Lumsy from his cage – revolves around collecting up that bendy fruit that monkeys love.

COLOURED BANANAS

There are five types of normal banana scattered around *DK64*'s eight levels, each colour-coded according to which of the five Kongs can collect it. The aim is to gather enough bananas on a level to match the number on the boss door – if you then beat the boss, you'll grab a key for K. Lumsy's cage.







That balloon can be punctured for a banana bonanza. Fruity!

Up to ten bananas are your reward for grabbing bunches.

GOLDEN BANANAS

With every key you find, K. Lumsy will do a little dance and open up a new level entrance on the DK Isles hub – but a certain Mr B. Locker won't let you in until you've earned the required number of Golden Bananas. The glittering fruit are earned by solving puzzles and winning mini-games – just like the jigsaw bits in *Banjo-Kazooie*.



Now, who couldn't resist those big, sad eyes? Martin, probably.

Another Golden Banana is just a short jump away.

GO! GO!

Monkey Island

Spidering away from DK Isles – *DK64*'s central hub – are the game's eight main worlds. They're similar to the levels in *Mario* or *Banjo*, with loads of different things to see, do and discover as you unlock doors, activate switches and uncover previously hidden areas within. Here's a look at the game's first three levels, and hints on how to bring about the Kong family reunion.



BAD RAP
What's three minutes long and embarrassing to watch? It's not Andrea's ill-advised Russian-style dance routine – although, believe us, that's almost unbearable. We're talking about The DK Rap, *DK64*'s intro sequence, which contains such inspired lyrics as 'He can handstand/when he needs to/and stretch his arms out/just for you'. On this evidence, wicka-wicka-Wil Smith hasn't got much to worry about.





BANANA BUNDLE
The launch of *DK64* has given Nintendo the opportunity to trot out a lovely new N64 bundle, featuring a copy of the game (on a suitably banana-coloured cart), an expansion pak, and the controller and the console itself in attractive, transparent green clothing. It costs £110, which makes for a not unreasonable £30 discount on the usual separate selling price. A good move on THE's part, then – unlike their stubborn refusal to sell *DK64* without the expansion pak. Fools.



JUNGLE JAPES

Donkey Kong 64's first world is a jungle clearing, filled with palm trees, wandering beavers and buzzing bees. Time to get monkeying, then.

1 Only Donkey Kong is playable from the start, but he's free to explore the whole level for bananas. Check the tops of trees for hidden fruit.



2 Climb up the green vine to find Funky Kong's house – he'll sell you a Coconut Cannon for three coins (find them just before the level entrance). Now shoot balloons for extra bananas.



3 While you're here, press Z on the K. Rool tile to play the Battle Arena. Simply use your Running Attack (analogue and B) to knock out the Beavers and earn a Crown.

4 Grab onto the vines and leap over to the other side of the lake, then hop into the barrel to find your very first Golden Banana. Mmm... shiny.

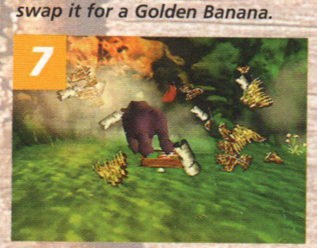




5 Free Diddy by shooting the three Coconut switches – you'll need to take out the middle one from Funky's platform. Collect the Golden Banana to open the doors underneath the switches.



6 Hop into the Tag Barrel, opt to play as Diddy, then head into the newly-opened tunnel on the right. Bop the bad guy for a red blueprint (Diddy's colour). Snide the weasel will swap it for a Golden Banana.



7 As Donkey Kong, head through the central tunnel to Cranky's clearing. Fire at the switch above the door on the right and jump into the Animal Crate to become Rambi. Uncover bananas and switches by destroying the nearby huts with the charge attack.

8 Grab the coins that you come across near the Crate and buy the Baboon Blast from Cranky. Take the opportunity to switch to Diddy and buy the Chimpy Charge, too.



9 As Diddy, buy the Peanut Popguns from Funky, then shoot the switch on the hill near Diddy's ex-prison. Quickly scamper up the ramp that appears and enter the door halfway up.



10 Use the Chimpy Charge to bash open the small door, then headbutt the 'Lo' switch. Activate the floor switch with the Simian Slam, then climb the conveyor belts for a cart ride.



11 Back in the main area, use Donkey's Baboon Blast on the Donkey Pad (climb up the tree near the big 'X' and swing across), and complete the Barrel game for a Golden Banana.



12 Now switch back to Diddy and head out of the level. In the caves, there are two peanut switches, which will open a door that leads to some coins, a balloon and a Golden Banana.



ANGRY AZTEC

Bearing more than a slight resemblance to *Banjo-Kazooie*'s desert level, this world features quicksand, spitting camels, and more palm trees.

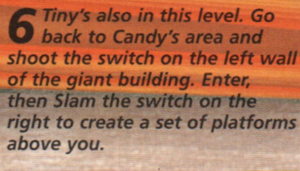


1 Visit Candy's shop as both Donkey and Diddy and shell out for her musical instruments – these can be used to activate Music Pads, and they also act as smart bombs.

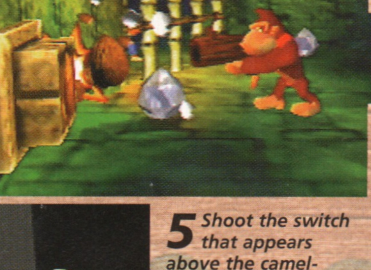
2 As Diddy, climb the tree on the central island and swing across to the top of the camel's cage. Stand on the Music Pad and strum your guitar to open the giant locked door.

3 Head through and turn right at the junction to find Cranky. You'll need to buy the Strong Kong and Rocketbarrel Boost from him (if you're looking for coins, there are some further along the tunnel).





4 Change to Donkey, head through to the next area and turn right. You'll come across a Donkey Pad – play the Barrel game to open the camel's cage.



5 Shoot the switch that appears above the camel-faced door, and enter. Play your drums in the room to the south-west to fill the pool, then swim through and shoot the switch to grab Lanky.

6 Tiny's also in this level. Go back to Candy's area and shoot the switch on the left wall of the giant building. Enter, then Slam the switch on the right to create a set of platforms above you.



7 Jump up the platforms (you'll need to use your high jump), then fire peanuts at the switch on the opposite wall and walk along the new platform. Play the guitar on the Pad to melt the ice.



8 Dive into the water, turn right at the 'crossroads', and enter Tiny's room. You'll need to slam the switch by the cage, then headbutt K-O-N-G in order to rescue the girl.



SPACE ODDITY

When you first meet Cranky, he'll promise you 'something special' in return for 15 Banana Medals. Collecting 75 bananas will earn you a single medal, so it'll be some time before you muster the full 15, but when you do, Cranky will give you the chance to play a full version of Rare's Sinclair Spectrum classic, *Jetpac*. It's a superb touch, and it means that our Missing In Action feature in N64/33 – where we confidently predicted the return of the game's star, Jetman – was spot on. Hurrah! (You'll find some tips for *Jetpac* on page 31, by the way.)





FRANTIC FACTORY

Set inside a huge, mechanical toy factory, complete with clockwork Kremlings and walking dice, there's something strangely eerie about this third world.

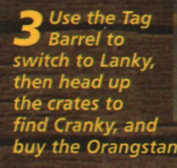
1 Bash the blue switch directly ahead of you as you enter to open up the tunnel in the corridor to the west.

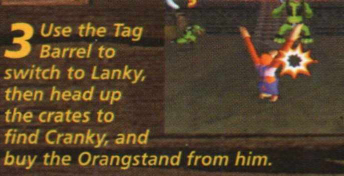


2 Wander down there and head through the doors until you arrive in the Production Room, where Chunky's cage is hanging.



3 Use the Tag Barrel to switch to Lanky, then head up the crates to find Cranky, and buy the Orangstand from him.





4 Head back into Chunky's room and climb up the pipe in the corner to find a switch, which rescues the big ape.

5 You can also play the original Donkey Kong in this world. First, activate the Donkey Pad in the middle of the room.

6 A lever will appear next to the DK Arcade Cabinet. To use it, you'll need to see Cranky to buy the Gorilla Grab from him.



7 The Arcade Cabinet is through the door next to the Toff 'n' Scoff portal, up the pole and to the left. Enjoy! (And see a few pages on for tips.)

GO! GO!



AIRY FAIRIES
There's a big fairy hidden somewhere on DK Isles (needless hint: look for the island in the shape of a fairy's face), and she's blubbing about her lost friends, who are scattered around *DK64*'s eight levels. With the help of the camera she hands over, you can recapture the giggling blue imps by photographing them. There are 20 Banana Fairies in all, and five superb bonuses available on the way to snapping them all. Which we're not going to spoil for you.



Simian skills

Most apes are restricted to swinging from trees, shouting 'ooh! ooh! ooh!' and picking fleas from their infested buddies. Not the five-strong Kong family, though: they've got over 100 moves between them, all of which come into their own for certain puzzles.

MINI MONKEY

By leaping into a barrel, Tiny can live up to her name by shrinking to a twentieth of her usual size. There's usually a suitably small door nearby for the shrunken simian to scamper into.





GORILLA GONE

Chunky can render himself invisible by standing on a Chunky Pad. It's most useful in the big wooden hut in the Crystal Caverns, where the ape needs to sneak up to a banana without being caught by the searchlights.



STRONG KONG

Invincibility by any other name. This move doesn't crop up too much, but it's handy when Donkey Kong needs to scamper across molten lava or avoid attack from the irritating viking boys.



ORANG-STAND

Clown-ape hybrid Lanky can hit a Lanky pad, flip onto his hands, and – taking a leaf from Kazooie's book – scamper up slopes that the other Kongs can't negotiate. It's the only way to reach some of the level's warp pads.

ROCKET BARREL BOOST

If Diddy leaps into a barrel with his face on, he'll be equipped with a flaming pair of rocket boosters. There are plenty of high switches, but you'll inevitably forget them as you enjoy soaring around the sky.

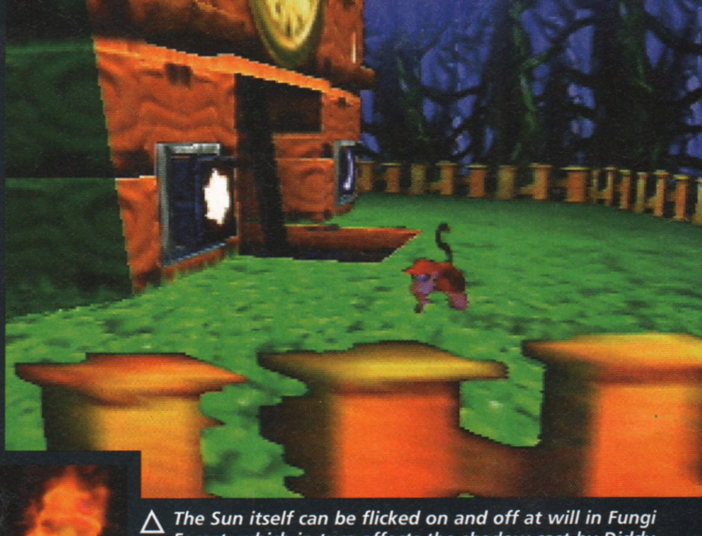


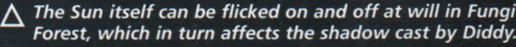
LIGHTS ALIVE

Don't expect *Turok 2*-style hi-res from *Donkey Kong 64* – the expansion pak (which comes packaged with the game and explains the £60 price tag) has been used to create the impressive real-time, multi-coloured lighting that litters the game. While this is mostly used for decoration's sake – the circular shadows that dance around the Kongs, the sparkly lights that illuminate the Toff 'n' Scoff room after the torches are blown out, the deep, dark underwater sections with Glimmer the fish lighting the way – it's also put to brilliant use in some of the game's puzzles. The best is a short section where Diddy negotiates a suspended maze, with only a torch-carrying parrot for company.



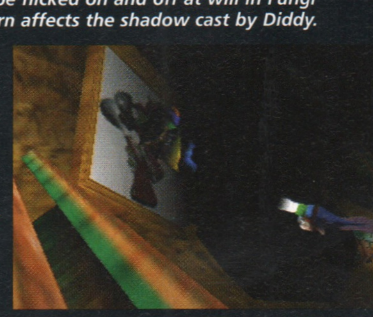
◁ *The light that reflects off the huge ice walls can almost blind you – handy for any club-wielding viking kids nearby.*





△ *The Sun itself can be flicked on and off at will in Fungi Forest, which in turn affects the shadow cast by Diddy.*

◁ *Chunky tiptoes along a path lit only by leaping fireballs. Superb.*

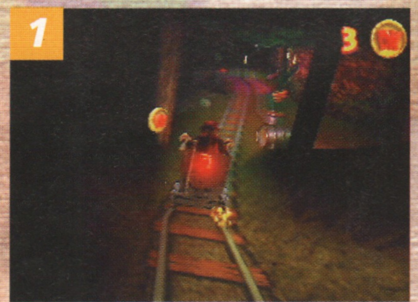


Glimmer can get lost occasionally, leaving your monkey in spine-chilling darkness. ▷

MONKEY CART 64

Donkey Kong's most famous feature – the minecart ride – makes a glorious return in *DK64*. It's where Rare are at their most extravagant, with impressive lighting, blink-and-you'll-miss-it events, and frightening speed combined to create – yes – a real rollercoaster ride.

1 Don't push forward on the analogue unless you really need to – if you go too fast you'll miss important switches and door-opening bells.



2 The Kremlings will bash you with a regular rhythm, so time your jumps to leap over their swinging clubs.



3 It's best to keep tapping the jump button, as floating coins will often pass by too quickly for you to react to.

4 Look out for the levers that control the gates. You can often gain access to a more coin-heavy route by leaning over to pull one.



5 The giant rocks on Chunky's minecart ride are avoidable – just press A to leap over safely. Wonderful.



DEAD USEFUL
Cranky's wife, Wrinkly Kong, has sadly passed away since the Kong family's last adventure, but she's still on hand to supply helpful tips. Wander in front of a Wrinkly Door, and her ghostly form will appear to tell you how to solve one of the level's puzzles. It's of great help to novice gamers, while experienced platform fans can ignore the doors and avoid having *DK64*'s puzzles spoiled. Neato.



GIBBON GUNS

We weren't convinced that weapons and platform games could mix, but the Kongs' arsenal works surprisingly well. The orange grenades are a pleasure to use, homing in on bad guys to avoid tiresome aiming problems, and the guns are superb. It's hugely satisfying to knock beavers flying with a well-placed coconut shell (complete with satisfying 'thwock!' noise), and it's possible to earn a cheat that gives you infinite ammo for maximum bullet-based fun. Additionally, Funky will sell you a sniper add-on for your weapons, where the sights take on an authentically wild swinging motion as you zoom further in to faraway switches. Lovely.

△ Chuck a grenade and watch the robot kremling's brilliantly over-the-top death routine.



△ Diddy's arrow-like feathers actually wobble as they hit stone.

◁ An example of why it's best to take this guy out from a distance.

Animal antics

The *DK64* team have borrowed the Change Tile system from *Banjo-Kazooie*, giving the Kongs the ability to jump into crates and change into other animals. Such as...

RAMBI

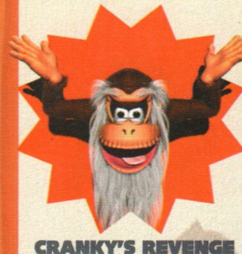


You can see this giant rhino doing what he does best – headbutting beavers and knocking down huts – in the walkthrough a few pages back. There are also a number of doors that can only be knocked down by Rambi's rock-like nut, opening up new switches and puzzles for Tiny and Lanky. Disappointingly, though, he's forbidden from entering certain areas – a giant 'No Entry' sign will appear on screen and you'll automatically morph back to Donkey Kong's beefy form.



ENGARDE

The giant swordfish from previous *Donkey Kong* adventures makes his return in *DK64*'s Gloomy Galleon level. He's a pleasure to control, cutting through the water like a missile, and there's a cute challenge where Engarde needs to jump through rings to open up new areas for the Kongs. Brilliantly, both Engarde and Rambi have their own bonus games, where you need to knock down beavers or swim through rings against the clock. To gain access to these games, you need to... nah, that'd be ruining the surprise.



CRANKY'S REVENGE

Rare's perverse sense of humour has become increasingly apparent in recent games (*JFG*'s 'Specialist Magazine' springs to mind), and if you're looking for more, be sure to spend some time with *DK64*'s absolutely superb instruction manual. With Cranky 'hosting' it, Rare have been given free reign to poke fun at their very own game, including a brilliant bit where the old ape introduces the section explaining Candy's Musical Instruments with, "Hey! This is robbed from *Zelda*!" Top-notch.



Bonus!

If you want to get your mitts on all those lovely shiny bananas, you'll need to perfect your Bonus Game skills. Here's a selection of the best mini games, and how to crack them.

MAD MAZE MAUL

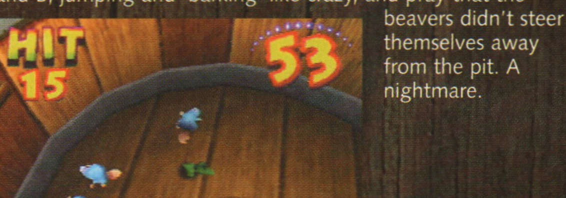
Simple: kill all the bad guys and find the chequered finish line. The time limit seems far too tight, until you realise that you're allowed to use your Peanut Popguns. You've got infinite bullets, so don't bother to aim – just keep popping.



This, and the 'Sneaky Snoop' game, are very Metal Gear-esque.

BEAVER BOTHER

Almost *too* difficult, with the aim being to snap at the beavers and herd them into the central hole. We found it best to tap A and B, jumping and 'barking' like crazy, and pray that the beavers didn't steer themselves away from the pit. A nightmare.



You see? They just don't want to go in. This mini-game makes us cry.

MINECART MAYHEM

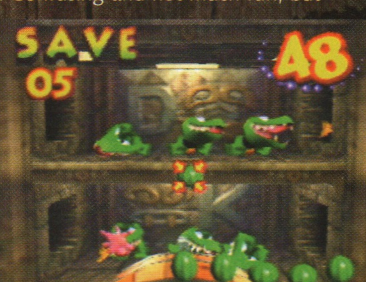
This one is brain-scramblingly difficult. Kong's in a minecart, and needs to switch routes to avoid colliding with explosive barrels. Rush into the centre, slow down to lure the barrels into your lane, then quickly rush back to the outside again.



If you're really stuck, pause the game to get your bearings.

FAIRY ROUTE

Here, hungry crocs need to be fed with melons to avoid them gobbling passing fairies. Confusing and not much fun, but you'll need your wits about you to complete it. Slowly work your way from left-to-right and top-to-bottom, then repeat.



There'd be less trouble if they looked both ways before crossing.

BIG BUG BASH

Does exactly what it says on the tin. It's not as easy as it looks. Forget about tapping only when the fly's underneath the swat – instead, pump A continuously, so that the insect is automatically squashed when you manoeuvre the crusher over it.



Leave the buzzing menace too long and he'll start giggling at you.

DONKEY'S WALRUS RACE

Rescue the seal in Gloomy Galleon and you'll be treated to a *Wave Race*-style race against him. You're allowed to miss the buoys a maximum of five times, so nip around the outside if it'll save you time, and keep jumping for those coins.



Win the race and you'll earn the young pup's 'seal' of approval. Ha!

CHUNKY'S GHOST RIDE

You'll come across this variation on the minecart ride in the Haunted House level. It's easy when you know how – simply move as slowly as possible to grab all the coins. When the ghostly faces come screaming towards you, switch lanes with left and right to avoid them.



In typical Ghost House tradition, doors open at the very last minute.

LANKY'S BEETLE RACE

Found in the Crystal Caves level, this isn't easy at all. Avoid going all-out for speed – hold back a little so you don't crash into the beetle at junctions. On the last stretch, she loses a lot of speed, so you've got plenty of time to catch up at the end.



Just like those slidy races in Mario 64. Still, real pretty, ain't it?

BOSSES

The boss encounters in *DK64* are the most exciting since *Zelda*, with Rare chucking in every fancy graphical effect and quick camera cut they can muster to make the battles fast, involving and painfully tricky. Oddly, some of the battles don't ask you to physically touch the boss – Lanky, for example, needs to ride around in a speedboat, steering through rings to complete an electrical circuit and fry the big baddie, while Tiny's encounter is a tricky, platform-jumping challenge. The final battle with King K. Rool, meanwhile, is just about the longest, satisfying and most inventive in videogame history. And we're not going to show you any of it. Ha!

△ After Diddy's finished with him, this moth turns to Chunky.

This chuckling rocket-armed Armadillo also makes two appearances. ▷

◁ A few hundred kilowatts of electricity sorts this boss out.

▷ The aim is to chuck barrels at Mr Armadillo, but he has a habit of rolling over them. Grr.



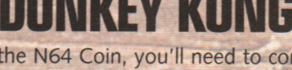
PLOT POINTS

The story is the usual Big-Baddie-Crushes-Good-Guys nonsense ('This one's worse than all the previous efforts put together!' exclaims Cranky in the manual), but it marks the return of most of the familiar characters from *DK* legend. It also allows for some superb cut-scenes, including a laugh-out-loud moment where K. Rool reverses his moveable island with a bus-style warning beep. The story also paves the way for a brilliant, *Zelda*-style concluding level.



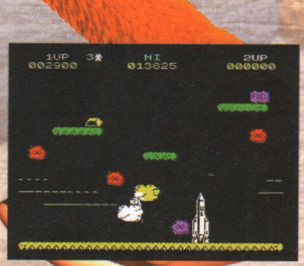
OLD GAMES HERE

We never thought we'd be tipping 20-year-old games in the pages of **N64**. Still, you need to complete both *Jetpac* and *Donkey Kong Arcade* to finish *DK64*, and they're both supremely difficult, so here are a few tips.



JETPAC

You need to earn 5000 points to earn the Rareware Coin and, boy, is it tricky. Firstly, hold down the fire button at all times and fly around in short bursts to avoid smashing into the skittering aliens. You don't need to touch the spaceship to drop a part or fuel pod, so stick around at the top of the screen if you can – in fact, you can earn the full quota of points without leaving the first screen, simply by collecting the jewels and shooting aliens. Once you've earned 5000, don't quit – the Rareware coin will fall from the sky for you to collect.

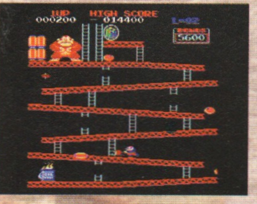


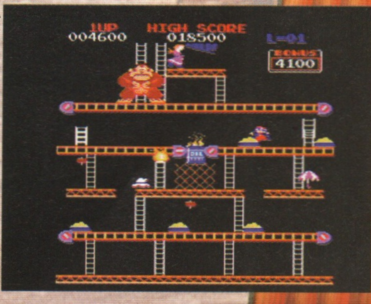


△ Aliens always enter from the opposite side of the screen, so there's no need to turn around.

DONKEY KONG

To grab the N64 Coin, you'll need to complete *Donkey Kong twice*. The first run is relatively easy – learn to time jumps over barrels, and don't pick up the mallets, as they'll just slow you down. The second run is horrible. Climb to the top of the first screen as quickly as possible, or you'll give DK time to go barrel crazy. At the top of the third screen, you'll need to inch forward so the bouncing pipe is *just* missing you, then scamper up the ladder at the *exact* moment it passes your head. The fourth screen isn't too tricky (jump over holes to lose the fireballs), and the coin is yours once you finish it.





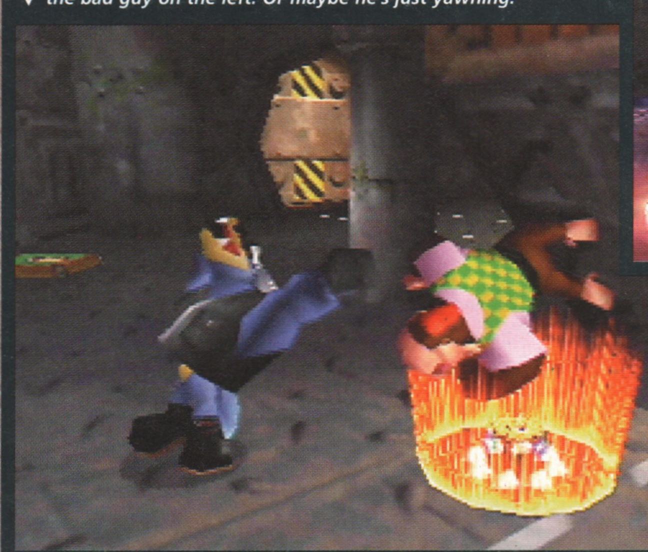
△ Barrels are easily leaped over – but keep your eye out for the ones that tumble down ladders.

GO! GO! ▷



WARP PADS
One of *Donkey Kong 64*'s greatest innovations is the Warp Pad, the natural evolution of *Banjo-Kazooie*'s Warp Cauldrons. There are usually at least ten in each level, stamped with numbers from one to five, and they allow you to zip between points on the map at ease, avoiding the looong stretches of level inbetween. The transportation animation is great, too, with your ape popping in and out of a giant banana. We love 'em.

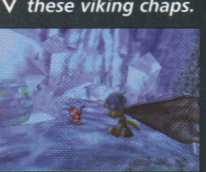




Chunky performs his Super Duper Simian Slam, which pleases the bad guy on the left. Or maybe he's just yawning.

One hit and Kremlings fall to the floor. Wimps.

You'll learn to absolutely despise these viking chaps.



Pearls are a girl's best friend, but this mermaid has lost hers.



See how Donkey's body is lit by the rings? Sweet.

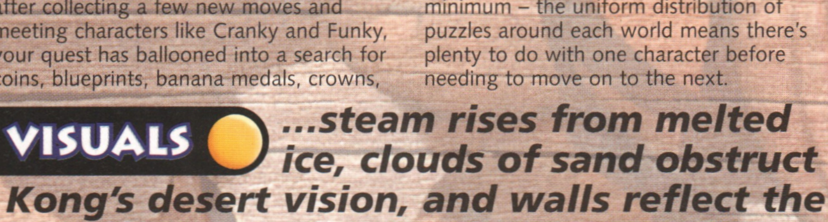
Last month, you may remember, was christened 'middling platform game month' by Martin. With *Rayman 2*, *40 Winks* and *Earthworm Jim* all showing up to totally underwhelm us, we were left feeling pretty depressed about the general state of the genre. The N64 seemed doomed to play host to embarrassing rubbish like *Gex* for the rest of its days and destined never to see the likes of *Mario 64* or *Banjo-Kazooie* again.

Then, like the sparkling ray of sunlight that signifies the end of the storm, *this* arrived. *Donkey Kong 64* is everything a platformer should be: vast, complex, beautiful to look at, and impossibly involving. While lesser games cower in the corner with their half-hearted controls and linear play, *DK64* presents intricate puzzles, sprawling levels and magnificent sights that perfectly reflect how much real *effort* has gone into its making. This is Rare's second successful stab at a platformer of Miyamoto quality; this time, we hope GT, Ubi Soft, VIS, Infogrames and Crystal Dynamics are paying attention.

DK64 is the first platformer for months to ditch long, linear paths in favour of huge, open-plan 3D worlds. The very first level, Jungle Japes, is a beautiful start to the game – a gigantic, multi-levelled jungle clearing filled with things for Donkey Kong to run around, jump onto, climb up and fire at. It's followed by a wonderfully picturesque woodland area complete with working water-mill, a watery wonderland towered over by an active lighthouse, and a menacing, multi-roomed castle that takes a good ten minutes to climb to the top of. Throughout *DK64*, Rare are positively begging you to explore and experiment, all the while teasing you with locked doors, sealed-off bananas and unreachable objects.

Once those doors and objects open up, the sheer scale of *DK64* becomes apparent, and it's truly breathtaking. As you begin, your task seems simple: grab bananas and find the keys that will unlock K. Lumsy's cage. Fifteen minutes later, after collecting a few new moves and meeting characters like Cranky and Funky, your quest has ballooned into a search for coins, blueprints, banana medals, crowns, barrels and much more. And this is all before you've even caught a glimpse of the other four Kongs – once Diddy, Lanky, Tiny and Chunky are under your control, four fresh sets of items, switches and areas become accessible. *Donkey Kong 64* is nothing short of colossal.

Because the five members of the DK family are individuals (unlike *Banjo-Kazooie*'s glued-together duo), Rare have been able to stuff every level with things to do. In just one of Frantic Factory's many rooms, you'll notice a mini game barrel just high enough for Lanky, a Tiny-sized miniature tunnel entrance, a sealed-off room that Chunky could easily punch his way into, and a mid-air platform that's crying out for Diddy's jetpacking skills. You'll be itching to explore them all, and tedious character-swapping is kept to a minimum – the uniform distribution of puzzles around each world means there's plenty to do with one character before needing to move on to the next.



Sometimes – very occasionally – there's almost *too* much to *DK64*. With so much to do, and so many enticing new areas opening up with every switch pressed and banana collected, it can become overwhelming. But, mostly, *DK64*'s size is thrilling. Time and again, you'll set off to Pineapple Gun a switch or negotiate a platform, only to be distracted by a mini game barrel you pass on the way, or an underwater door that you hadn't noticed before – at which point, you'll become irretrievably involved as another, entirely new set of puzzles unravels before your eyes.

It's all the more impressive, then, that *DK64* manages to keep things sufficiently


△ *Chunky can't fly, so quite how he got up here is anybody's guess.*

varied. Two types of challenges lead to the fabled Golden Bananas: traditional tests of agility (negotiate platforms, fly through rings, stomp on switches), and short, self-contained mini games. The platforming is mostly stuff we've seen before in *Mario* and *Banjo-Kazooie*, but pulled off with typical Rare flair – why scale a mountain when you could be trekking in and out of a mountain-sized toadstool? – and most of the mini games are tremendous fun. It's all pitched at just the right difficulty level, too: no puzzle will stop you in your tracks, but there's a pleasant 'aah, I see!' factor to every gold-plated banana reached.

The only heart-sinking moment comes as you're introduced to each new level, because *Donkey Kong's* worlds – and, occasionally, the puzzles within – are disappointingly similar in theme to *Banjo-Kazooie's*. Creepy Castle resembles Mad Monster Mansion, Angry Aztec *is* Gobi's Valley, and Fungi Forest is practically identical to Click Clock Wood, right down to a night/day system that's the replica of *B-K's* four seasons.

Donkey Kong's environments, though, are more polished than *B-K's*, leaving you that much more immersed. The medium resolution moves quickly and fits the cartoony style perfectly, and while it's disappointing to see the same 'fading in' of scenery and objects that typified *B-K*, the astonishing visuals show just what the expansion pak is capable of when not pumping out hi-res frippery. We're used to seeing ice blocks glitter, bulbs swing and fireballs bounce, but not realistically lighting up characters and casting multiple shadows as they do so. Meanwhile, steam rises from melted ice, clouds of sand obstruct Kong's desert vision, and walls reflect the shimmering light of the water's properly bobbing surface.

In fact, the sections where your monkey dives below the undulating waves perfectly demonstrate the fine attention to detail – to both visuals and gameplay – that makes *DK64* a *Banjo* beater. The music is muffled to perfectly recreate that echoey, submerged sound, the controls are immediately intuitive, and – praise be – there's no 'airometer', giving you infinite time to probe the murky depths. Above ground, it's equally impressive – even the weather changes as you wander between areas, with the sky darkening, raindrops falling, and thunder ominously rolling. It's so convincing, you'll actually begin to *feel* cold.

Typically, there are a few problems with the camera. It's improved since the stubborn wall-basher we saw at E3, but it's still 'sticky', and occasionally flicks around to look at your face for no discernible reason. In the end, we came to think of it like an elderly relative – slow and doddering, liable to have trouble keeping up, but something you'll learn to live with. Thanks to the intuitive C-button controls, you'll soon find yourself subconsciously taking manual control of the camera when it has one of its turns.

LIFESPAN ***The moment you send the final boss packing you'll be itching to get back into the game and collect every last banana, fairy and coin.***

There's something approaching 30 hours of 'first time' gameplay within *DK64* – about the same as *Banjo-Kazooie*. But the moment you send the final boss packing, you'll be itching to get back into the game and collect every last banana, fairy and coin. *Donkey Kong* won't disappoint when you do – for every object that you've yet to collect, there'll be another glorious set-piece or inventive puzzle waiting to show itself off. And, even when you're done with the one-player, there's the multitude of bonus games (including full versions of two classic retro titles) and the surprise four-player mode to get stuck into.

But the big question is: can *DK64 really* be worth a full £60? Granted, if you've already got an expansion pak, the extra one in the package is a supreme waste of money. But *DK64* is a game that's often as vast, well-designed and impossible to resist as *Zelda* or *Mario*, and that's got to be worth cobbling together six tenners for. After a run of lacklustre platformers, this is the perfect Christmas present for the N64, and we've got the geniuses at Rare to thank for it. God bless 'em, every one.

MARK GREEN

Go ape

While *DK64*'s multiplayer isn't ever likely to topple *GoldenEye* or *Mario Kart* as the office favourite, it definitely falls into the sparsely-populated 'above average' category of four-player games. You'll need to invest some time in the main game to avoid the limited view and sticky camera hindering play in the Monkey Smash game (where the aim is to knock seven bells out of your monkey cohorts), but we much prefer the Battle Arena game, where it's everyone for themselves on a small floating platform. The 'Capture' variation in particular, with all four players battling to grab a single DK coin, is a winner.


△ *Tiny's now not so tiny, having grabbed a power-up.*

◁ *The last player with the coin wins. 'Frantic' is the word.*

Another coin-grabbing match, and Diddy's winning. ▷

▽ *Player one's snipering won't save them from the grape.*

pluses and minuses

+
- Absolutely vast.
- Level design to rival Shigsy's.
- Immediately intuitive controls.
- Beautiful real-time lighting.

–
- Camera troubles.
- When it's over, you'll be left wanting more.

If you like this...

Banjo-Kazooie
Nintendo/Rare
N64/18, 92%
Bear and bird in similarly superb Rare platformer.



9 VISUALS
Crisp, clear and colourful, with forgivable slowdown and 'object fogging'.

9 SOUNDS
The music changes to suit the environment, à la *Banjo*.

9 MASTERY
Rare's knowledge of the N64 – and sheer talent – has never been more apparent.

9 LIFESPAN
40+ hours of play, at least four bonus games, and a multiplayer. Amazing.

VERDICT
Incredibly, Rare have bettered *Banjo*. Weeks of play wrapped up in one impressive package.



93%

COLLECTORS VIDEO BOX SETS FROM SERIES 2...

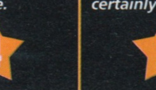




N64 presents
planet GAME BOY
AND TIPS FOR YOUR GAME BOY
OCKET, CAMERA AND PRINTER
CHRISTMAS GAMES SPECIAL!
SUZUKI
page 38
Hairy bikers in reeking leather! Tip top racing action!
TOTAL SOCCER
page 39
The Game Boy's best ever football game reviewed inside!
PLUS
GAMEBOY GALLERY
MARIO GOLF
Better than the N64 version?
PLUS! TIPS!
• Spy Hunter
• Harvest Moon
• Bugs & Lola
• Quest for Camelot
Buy a chicken
ISSUE 11
Christmas 1999

Five Star Scoring

5 — A simply fantastic game, and an essential purchase.



4 — Well worth a look, this is an excellent title.

3 — Some problems, but almost certainly good fun.

2 — Flawed. Probably not worth bothering with.

1 — Utterly lamentable. Avoid like the plague.

Mario Golf

From: Nintendo **Price:** £25 **Save:** On cart **Link-up:** Yes **Colour:** Only **Out:** Now

The fairways play the same as they do in the N64 version.

Talk to the other novices or consult a golfing guru.

With a big brother like *Mario Golf* on the N64, the Game Boy version could hardly fail to be a bit special. And not only does it have the same control system and a virtually identical gameplay style, it also includes an absolutely fantastic RPG mode in which you groom a young rookie for stardom.

In fact we were amazed by just how much stuff is crammed into the cart. It's every bit as varied as the N64 version, perhaps even more so when you consider the number of places to visit and people to talk to, and that's a phenomenal achievement for a Game Boy title. Things like the putting green and ring shot modes are replaced by skill challenges set by the various characters you'll bump into along the way, and the experience points you earn for completing them can be swapped between the N64 and GB (or at least you will be able to when the transfer pak is released over here). The clubhouse where you start has plenty of interesting people who'll offer hints and tips, plus a champions' table where you can challenge one of four top professionals to an ego-boosting duel. Other golfers on the practice areas will help you brush up on your skills, and as you get better at the game you'll open up new routes in the overworld outside.

The dinky *Harvest Moon*-style graphics work perfectly, making the four standard courses look very crisp and believable. You can scroll around them to judge where to aim your shot, and there's an optional 3D view available when you're ready to start your swing. It's all beautifully done, even better than we expected, and, along with *Mario Deluxe*, one of the best reasons to buy a GB Color.



You can play a free-form practice session or accept a challenge from one of the other characters.

Get close to the pin to earn experience.



Lots to see inside the bustling Marion Club building.

5

CADDY PACKED

Stashed with goodness, *Mario Golf* puts most other GB titles to shame with its gameplay variety.

Create

Choose a male or female golfer and select from two available types for each. Then give them a name and you're away. It's not a true player creation mode, simply a starting point for the RPG ahead.

Learn



At the Clubhouse you'll find loads of characters itching to help you out in your quest to become the best golfer. You can also view a large golfing dictionary so you'll know what they're talking about.

Level up

Every time you pass specific points thresholds your character will move up a level. You'll then be able to improve any one of your attributes – getting a longer drive is the first thing to go for.

Greens



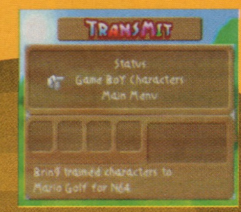
Instead of the intricate 3D greens of the N64 version, the slopes and contours are represented by arrows which show the direction of the curves. It's every bit as easy to use as the N64's putting grid.

Clinic



The golfing gurus at the clinic will offer you plenty of useful advice. To get them to rate your swing you'll have to pull off a perfect power shot, which isn't easy, but it's worth having a go at.

Transfer

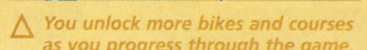


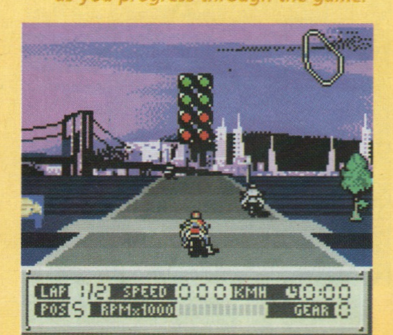
Using the forthcoming transfer pak you'll be able to swap data between the GB and N64 versions, allowing your RPG character to play in *Mario Golf 64* tournaments and earn extra experience points.

Suzuki Alstare Extreme Racing

From: Ubi Soft **Price:** £25 **Save:** Password **Link-up:** Yes **Colour:** Only **Out:** Now



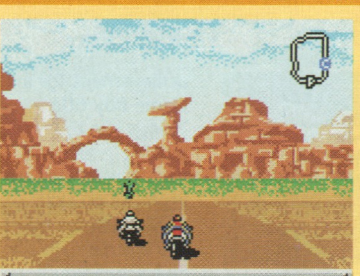

You unlock more bikes and courses as you progress through the game.

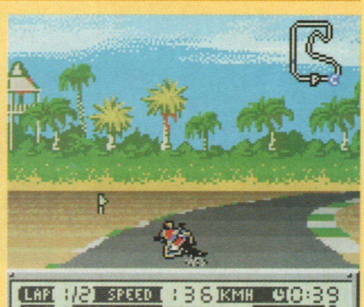

Nice background graphics. This is a scene from the Down Town course.



Decent Game Boy racing games are few and far between, so you can imagine our surprise when Ubi Soft's *Suzuki Alstare* turned out to be a damn fine handheld racer.

As with most other pseudo-3D driving games, the tracks don't stretch very far into the horizon, the scenery is sparse and you won't find many other racers to overtake. It is, however, fast, smooth, and great fun to play, exploiting the extra power of the GB Color to create some very nippy roads. You race your Suzuki of choice in time trials or championships set across four tracks, with around eight more becoming available when you win trophies. The responsive handling is reminiscent of Sega's *Super Hang On*, so you can really throw the bike into corners and pull wheelies on the straights. You get some useful visual feedback from your biker (he'll wobble around when he wants you to ease off the throttle), and if you pay attention you'll soon start shaving seconds off your course records. It's hardly revolutionary, but it's better than *Top Gear Rally*. Funnily enough, it's also the first GB game we've seen with a depth-cued fog effect. Nice.

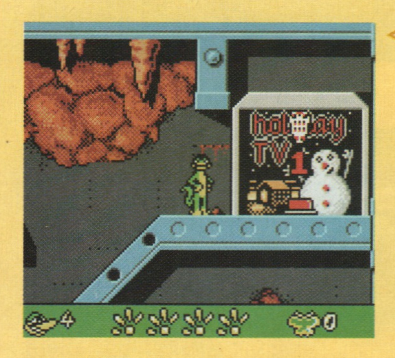

You won't see many other bikers as you zoom around the tracks. Avoid hitting them if possible.


Heading for an accident there. When the driver starts to wobble, slow down.



Gex: Deep Cover Gecko

From: Eidos **Price:** £20 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now



"Hello folks. Gex here. I'd like to take this opportunity to apologise for everything. I'm really, really sorry."

So where do we stand on the Gex issue? Well we're thoroughly against him of course, particularly after his dismal *Enter the Gecko* on the N64. However, Gex's adventures in good old 2D tend to be miles better than the 3D versions, so we're prepared to give the lizard a chance.

Deep Cover Gecko is based on the diabolical N64 game, with Gex doing his usual channel-surfing thing and cavorting around various themed levels. He gets a different costume in each one (that's where the 'deep cover' bit comes in), and he can stick to certain walls, whack things with his tail and eat flies. The flies kind of buzz around him when you find them and can be eaten at any time to provide a handy health boost. There's an unusual multiple jump feature which takes some getting used to and allows Gex to bounce happily on his smooth green bum, but the lizard never acquires the range of abilities you'd find in a Mario or Kirby game. It's competently done though, if rather uninspired, with big levels and plenty of separate missions to accomplish in each one, and the way Gex splatters on the ground after a heavy fall is definitely worth seeing, particularly if you still harbour ill feelings after shelling out for *Enter the Gecko*.


Gex comes across a genuine work of art. Well I never.

You get a different Gex disguise on each level. Not sure what this one is.

The old gecko makes a great pavement pancake after falling a long way. Splat!

3

David O'Leary's Total Soccer

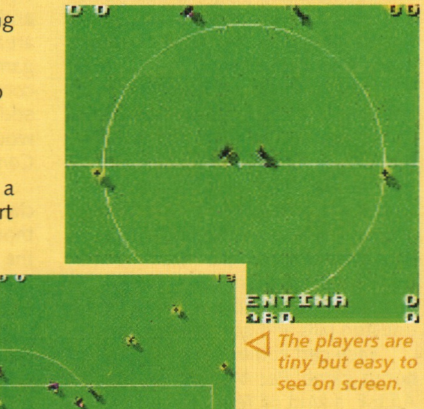
From: Ubi Soft **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Dec

Before the likes of *FIFA* moved into bloated 3D and biennial updates, two classic footie games ruled – the revolutionary *Kick Off* and the sublime *Sensible Soccer*. If, like us, you long for the chance to play them on modern hardware and with current team data, *Total Soccer* is about as close as you can get.

The players don't move quite as fast as they did in the old days, but everything else is very familiar, from the way the little munchkins line up before the match, to the control system itself. The default 'sticky feet' option is just like *Sensi*, but *Kick Off* devotees might prefer the more difficult push-and-run method. The passing is superb, and you can put lethal swerve on the ball by moving the D-pad after taking a shot.

There are plenty of options to fiddle with too. You get all the top clubs from Europe's biggest footballing nations, complete with proper player names, and you can play national leagues, friendlies or a knockout cup competition. The cart stores data for up to five players, including your tactics, team options and overall win-loss record, and you can pit your strongest team against a friend's via the game link cable – like all footie games, *Total Soccer* is at its best with two players.

4



The players are tiny but easy to see on screen.



You can edit your team formation and starting line up.

There's a slow motion replay after every goal.

Mission Impossible

From: Infogrames **Price:** £25 **Save:** on cart **Link-up:** No **Colour:** Only **Out:** Now



It's like a miniature version of one of those Psion organisers.

Painfully average as it was on the N64, *Mission Impossible* sold by the truckload – well over a million copies, in fact. The combination of stealthy spying and a lead character that looked like the love child of Tom Cruise, John Travolta and a warthog was enough to persuade plenty of people to splash the cash.

This Game Boy version is an altogether different beast. The locations are completely different and it plays much more like an arcade game than a spy sim. You still have to avoid being seen or shooting the wrong people, although the guards wander around in set patterns rather than actively seek you out. The mission objectives can be a little obscure, but it's the equal of the N64 version as far as plot and variety are concerned. Best of all, there's a built-in personal organiser which you can use to send messages to other *Mission Impossible* owners, store addresses, or even operate your TV or any other remote control appliance via the infrared port. What a top gadget to have in a secret agent game!

3



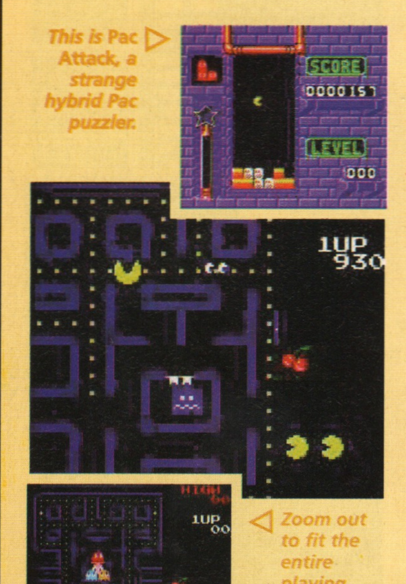
Wait by the statue for further instructions from your undercover agent.





The guards aren't smart enough to notice you when you lie down there.

Pac Man / Ms Pac Man



This is Pac Attack, a strange hybrid Pac puzzler.

Zoom out to fit the entire playing area on the screen.

From: Acclaim **Price:** £20 each **Save:** No **Link-up:** No **Colour:** Yes **Out:** Now

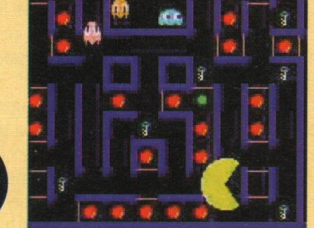
Pac Man was huge in his day – the Pikachu of the early 80s. You could even 'catch 'em all' (sort of), thanks to the invention of the outrageously sexy Ms Pac Man, a later addition to the Pac family and star of many a poster, comic book and sticker collection.

Now Namco's pill-munching duo are back in this set of two Game Boy carts – one for the boys and one for the girls, presumably. You can play them at full scale, in which case the screen scrolls to keep up with your chosen Pac as it wacka-wackas its way around the simple maze, or at a more suitable zoomed-out view which allows you to see where the uneaten pills and ghosts are lurking.

Each cart comes with a different bonus game. *Pac Man* includes *Pac Attack*, a kind of *Tetris* variant that's rather enjoyable in small doses, and *Ms Pac Man* is coupled with the obscure *Super Pac Man*, a deeply confusing version of the game involving keys, locked areas and power pills that make the Pacster swell up to the size of a beach ball and start floating above the play area. It's a nice way to add value to games which really should have come on a single cart – even if you added them together, the two Pacs would take up barely a quarter of *Conker*'s cart size.

They're still both classic bits of retro fun, though. We'd say that the *Pac Man / Pac Attack* combo just edges it, even if Ms Pac is the hottest piece of lipsticked yellow pie the world has ever seen.

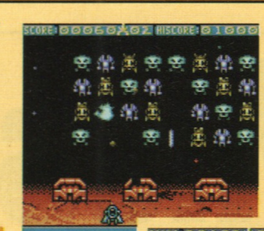
4



The yellow star prepares to suck on some blue ghosts.

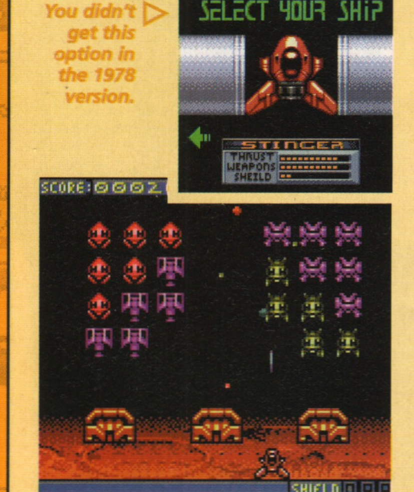
Look at the size of that thing! Super Pac Man is a very odd little game.

Space Invaders



Aha! Those green babies look familiar.

From: Activision **Price:** £20 **Save:** Password **Link-up:** No **Colour:** Yes **Out:** Now



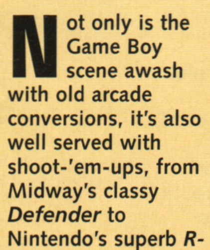
You didn't get this option in the 1978 version.

They don't look anything like the original invaders, do they?

Not only is the Game Boy scene awash with old arcade conversions, it's also well served with shoot-'em-ups, from Midway's classy *Defender* to Nintendo's superb *R-Type DX*, so it would be easy to ignore yet another update of the daddy of them all.

Space Invaders wasn't the first futuristic blaster but it's still the title that most people associate with videogames in general – you tamper with its classic mix of tension and score-boosting skill at your peril. This version has been well and truly jiggled around, with new invaders that take several hits to kill, extra weapons such as a three-way laser, shields that can be replenished, and weird formations, but it's actually pretty good. It retains enough of the original gameplay to be recognisably *Space Invaders*, and most of the new stuff works well. The cart also includes a bonus copy of the arcade original to compare it with.

3



The number of shield bases can be altered.



Use special weapons to slice through invaders.



Strange things begin to happen when you get further into the game.



This is how the game looked 20 years ago. It still plays very nicely.

Bugs & Lola

Enter these handy passwords to skip past the early levels.

TOWN (EASY)



SPACE (EASY)



TOWN (HARD)



SPACE (HARD)



Spy Hunter/Moon Patrol



INFINITE LIVES

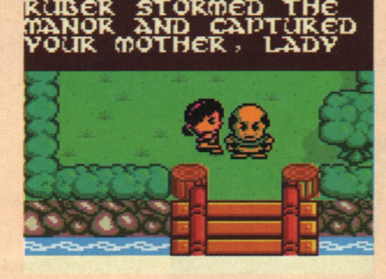
On the game select screen enter the following code:
up, down, left, right, up, down, left, right, up, left, down, A.

INFINITE WEAPONS

On the game select screen enter the following code:
up, down, left, right, up, down, left, right, up, left, down, B.
You'll hear a beep to confirm both codes have worked.



Quest for Camelot





FREE MONEY

When you've got the shovel, use it to dig anywhere and everywhere. You'll turn up loads of cash and bonus hearts, removing those money worries forever.

RESTORE HEALTH

If you're near death, near a save point, and have more than 30 jewels, save your game and restart. You'll have your heart meter fully restored. Nice.

Harvest Moon



MAGIC EGGS

This tip can be used to get vast quantities of eggs from a single chicken. Pick up the egg it lays and throw it into the wall so that it sticks in mid air and doesn't break. Then get out the sickle, chop the egg out of the wall and put it in the shipping box. Keep on hacking away at the egg and it'll keep spawning new ones. Just wait for the money to start rolling in.

EGG FRAUD

You can con the animal shop owner into paying full chicken prices for one of your eggs. Just drop an egg in the incubator, go to the animal shop and select the sell chicken option, highlighting your egg.

HIGH SCORES

After watching the *Mario Original* records go through the roof for a while, we suddenly got too many maximum scores to print – more than 30 in fact. Well done to everyone who managed this epic feat. Next month – *Pokémon Pinball*!

MARIO DELUXE

Original
9,999,990 Almost Everybody, The World

Challenge
1,264,100 Catherine Wakely, email
1,184,900 Ian Shaw, email
1,181,550 David Teixeira, New Zealand

Super Player
456,150 Phil Wakely, Exeter
321,550 James Holt, Halifax
301,100 Jonathan Francey, Gilford

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
1:34 Nick Hiom, Thetford

Ultra (level 0)
21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
20,389 Chris McCabe, Banbridge

Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury

Marathon (level 9)
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London
2,320,662 Anita Gillberg, Sweden

GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand

Parachute
3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland

Chef
1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Helmet
9999 Jonathan Denne, Stansted
1518 Luis Costigan, Sutton
1255 Simon Nicholl, Chelmsford

Scores wanted

Send your high scores to:
Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW. If you're online, email us at n64@futurenet.co.uk

Game Boy Gallery

WINNER!

This pic from Michael Rogers reminded Mark of the nasty bout of follow-through he suffered while watching the Blair Witch Project. Interesting. Very interesting. Real sweet too.





Good facial contortion from Jamie Hood of Southampton. We think his real eyes would have been worse.



Ahh. We appreciate the sentiment from Jason Papworth. But is that a picture of... No!!!



Jimmi Aarela from Finland. Top gurning action there.

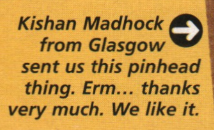
Accrington's very own Andrew Hyland sent us this fine bit of freakage.



Is this a game character, part of a comic book, a face? Only Callum Andrews knows the answer.

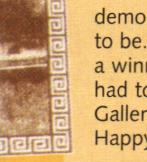


Up close and personal with a real wild Pika. Thanks to Chris Butterworth for that one.





Kishan Madhock from Glasgow sent us this pinhead thing. Erm... thanks very much. We like it.



Help!!! There's an irradiated chicken at Michael Scott's house.

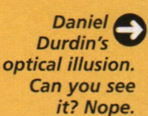


A not-entirely-pleasant freak from Olly and Tom Wainwright of Leeds. Thankfully out of focus.

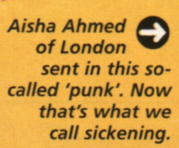


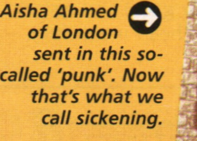
Jamie O'Connor from London was responsible for this effort. Interesting effect there, Jamie.





Daniel Durdin's optical illusion. Can you see it? Nope.



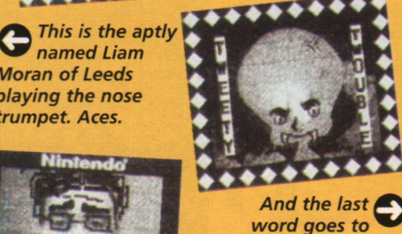


Aisha Ahmed of London sent in this so-called 'punk'. Now that's what we call sickening.

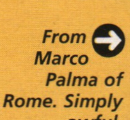


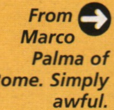


This is the aptly named Liam Moran of Leeds playing the nose trumpet. Aces.



Our first Tweety pic, from someone called Robert Wohanka. We'll say no more.





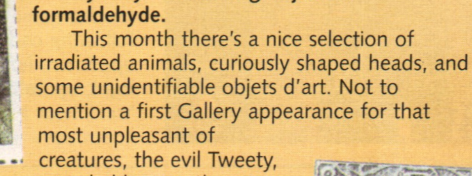
From Marco Palma of Rome. Simply awful.

And the last word goes to Simon Wall. Can't really argue with that, can we?

Oh make me over – into a mutie-eee!



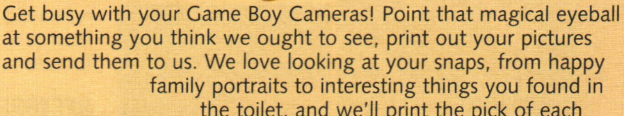
We've all got an appetite for the kind of makeovers that only the Game Boy Camera can provide. The kind where faces warp, extra eyeballs sprout from nowhere, and cool shapes can be found in the strangest of places. Welcome to the world of the Game Boy Gallery, home to the kind of things you'll usually only see floating in jars of formaldehyde.



This month there's a nice selection of irradiated animals, curiously shaped heads, and some unidentifiable objets d'art. Not to mention a first Gallery appearance for that most unpleasant of creatures, the evil Tweety, revealed here as the demonic yellow sod we've always known him to be. With a fine supporting cast of muties and a winning entry from Michael Rogers that we had to handle with a pair of tweezers, the Gallery just keeps getting weirder and better. Happy snapping!



Send us your freaks!

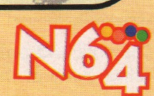


Get busy with your Game Boy Cameras! Point that magical eyeball at something you think we ought to see, print out your pictures and send them to us. We love looking at your snaps, from happy family portraits to interesting things you found in the toilet, and we'll print the pick of each month's selection right here on this very page. That's right – all these freaks were once real people.

Send them to:
Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW



EVERY MONTH – ONLY WITHIN THE PAGES OF



Tom Clancy's RAINBOW SIX™

The Fate of the World is in Your Hands!

A unique blend of strategy and stealth. PlayStation specifics include a sniper rifle and night vision stealth missions. N64 version supports Rumble Pak.







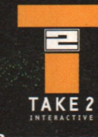
www.redstorm.com











www.take2games.com

PREVIOUSLY IN N64

We reviewed *Smash Bros* on import back in N64/26. It be true!

CROWD AND PROUD

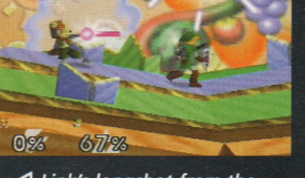
Hiding unseen somewhere behind *Smash Bros*' camera is a crowd of spectators, who 'oooh' and 'aaaah' approvingly with every punch and kick, and give a hearty round of applause to particularly impressive moves. If you're lucky enough to claw your way back into the arena after being knocked off, the crowd will invariably go wild. Still, one thing worries us: when you're fighting it out in mid-space aboard The Great Fox, where exactly are the crowd sitting?

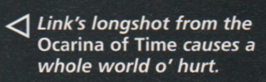




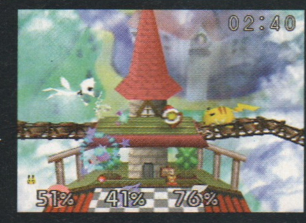
Link's longshot from the Ocarina of Time causes a whole world o' hurt.



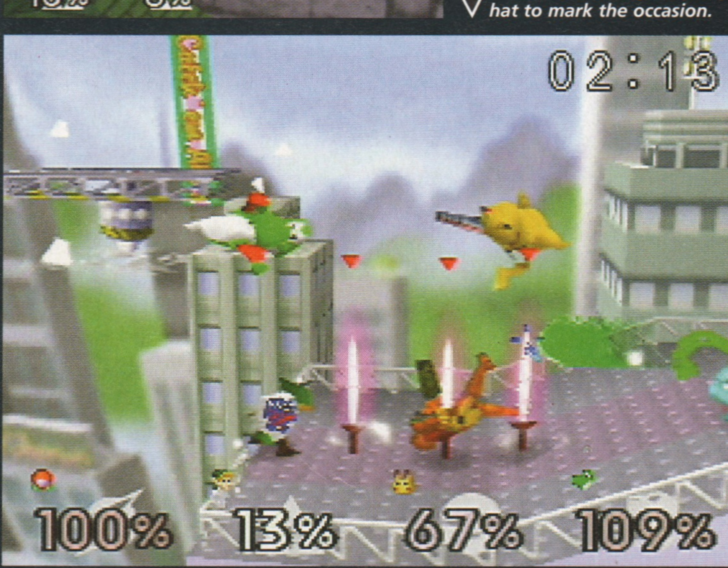




'Gentleman' Fox McCloud shoots Link squarely in the back. Cad.



Martin favours Pikachu for his devastating electric attacks.



It's a lightsabre party! Pikachu's wearing his party hat to mark the occasion.



Fox on Fox action. If only Nintendo had included Slippy Toad – we'd have loved to smack that pathetic frog's ugly face off. Ahem.



Metal Mario teaches his alter-ego a lesson.

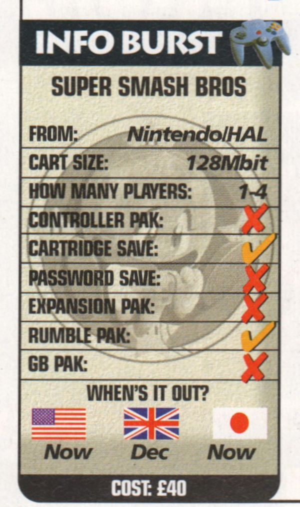
Battle Royal Mode

D.KONG WIN!

He'll be even happier come this Christmas' N64 charts.

SUPER SM

The N64's best beat-'em-up finally arrives in Blighty.



INFO BURST

SUPER SMASH BROS

FROM:	Nintendo/HAL
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

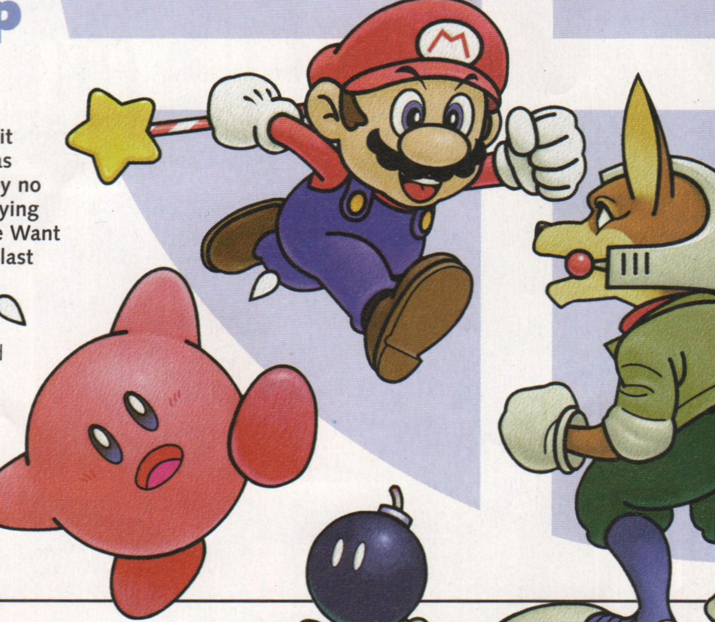
USA	UK	Japan
Now	Dec	Now

COST: £40

Japan's had it since February, America's been playing it since July, and now – finally – *Super Smash Bros* has arrived on the shores of Europe. A PAL release was by no means certain, but Nintendo have obviously been paying attention to the hundreds of you who responded to our 'We Want *Smash Bros*!' appeal. With this and *Donkey Kong 64*, the last Christmas of the Millennium belongs to Nintendo's biggest characters.

But can a beat-'em-up starring Mario and friends actually *work*? When the original *Mario Kart* was announced for the SNES, some gamers tutted, shook their heads, and admonished Nintendo for even daring to cash in on Mario's success in such a manner. They were soon gobbling their hats, of course, when *Mario Kart* emerged as the most enjoyable racing game *ever* (until *Mario Kart 64* arrived), but the same head-shakers are openly wondering if it's a such a good idea to shove our plumbing friend in a fighting game.

Read on to discover if their fears are justified...







FUN FOR ONE

Most beat-em-ups' strength lies in their multiplayer, and *Smash Bros* is no exception. However, Nintendo and HAL have given solitary pugilists plenty to do.

Tournament Mode

All the usual characters are waiting for a scrap in one-player, but there's also a bundle of characters that don't crop up elsewhere – such as the 30-strong Dummy Team of shiny purple robots. The final boss battle is with a giant glove, who – unsurprisingly – can punch you very hard indeed.



This giant DK can only be knocked out with power-ups.

Hidden Characters

The four secret characters in *Smash Bros* are yours if you complete the whole game with a specific character, or within a certain amount of time. The silhouettes on the title screen offer a clue as to exactly who they are – although one's so obscure we had to ask Wil which game he comes from.



We've kept this screenshot deliberately vague, so as not to spoil the surprise. Aren't we nice?

Training Mode

There are a fair number of averagely complex moves in *Smash Bros*, so Nintendo have helpfully included a training mode. You can alter the arena, the speed of the game, which objects appear (if any), and the intelligence of your dummy opponent. Perfick.

Punching Pikachu in the stomach is never a pleasant experience.

Four-Player Fights

You're not restricted to fighting just one computer opponent if you're on your own – by clicking the small yellow icons on the character select screen, you can go up against up to three CPU fighters, and even form teams of two or three for a manic round of team fighting.



DK must be wishing he'd stayed in bed.

CLUB KIRBY

When Wil flew to Japan for Nintendo's Spaceworld show, he witnessed a huge *Super Smash Bros* tournament in full flow. As a result, we learnt that Kirby is the character of choice among experts, presumably thanks to him being able to steal other fighters' abilities, making him effectively 12 characters in one. His 'Kirby Strike' (Up+B) is also a devastating special move that can knock even the hefty DK flying. So, if you're hoping for easy victory, think pink.





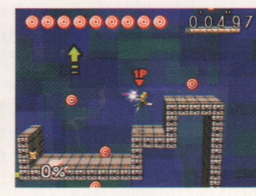
ASH BROS

BONUS TO PICK

Although *Smash Bros*' one-player mode is better than most, we're not completely sold on the bonus games that crop up between certain rounds. They're against-the-clock challenges, where the aim is to plant your feet on a fixed number of platforms or punch and kick targets before the timer runs out. It's certainly challenging, but it's also an unwelcome change in pace from the frantic fist-based play. In fact, we're ashamed to say we found ourselves deliberately leaping to our deaths, purely to skip to the next beat-'em-up round as quickly as possible.

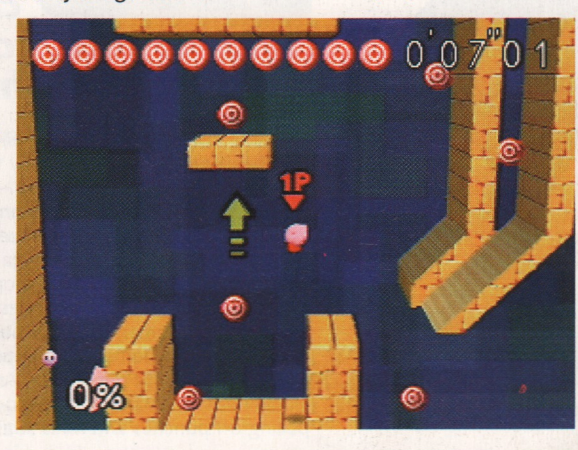


Yoshi's extended jump makes his platform sub-game fairly easy. Sweet.



Fox McCloud demonstrates his pistol prowess. What a hero.

Some targets require you to fall, then jump to avoid death.





ARGH! REAL MONSTERS!
As Matthew Sexton from Bedford hypothesised in Mailbox in **N64**/34, *Smash Bros'* PAL delay was almost certainly due to *Pokémon's* October release on the Game Boy – Nintendo wanted to give time for Europeans to get used to Pikachu and friends before they showed up in *Smash Bros*. And there are *loads* of Pocket Monsters in the game, courtesy of the brilliant Pokéball power-up – Meowth, Snorlax, Butterfree, Beedril, Chansey and loads of others all burst from the red-and-white spheres.





SCRAP! SCRAP! SCRAP!

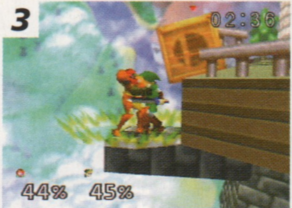
A typical round in *Smash Bros*, with every punch and kick analysed in suitably gruesome detail.

1 *In the red corner: Metroid's Samus, replete with orange bio-suit and giant laser. In the blue corner: Zelda's Link, armed with swords, bombs and an attractive green skirt. Let battle commence!*



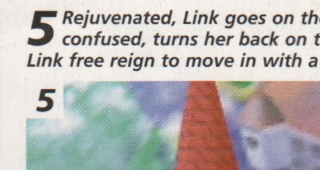
2 *Samus sneaks in an early shot on the Kokiri warrior. The young lady's futuristic gun can prove deadly – jumping or using your shield are the best ways to avoid a roasting.*





3 *After a few blows have been exchanged, Samus has maintained the upper hand. This battle on the edge of a treacherous moving platform threatens to put paid to them both, though.*

4 *The deciding moment. Link, at 99% damage, looks set to die once Samus' laser has finished charging – but, dramatically, he's in a prime position to grab the health-restoring heart that's just burst from a box.*



5 *Rejuvenated, Link goes on the offensive. Samus, momentarily confused, turns her back on the green-skirted fighter, giving Link free reign to move in with a bomb. This ain't gonna be pretty.*



6 *Boom! The firey explosion sends Samus flying into the heavens, and – at 111% damage – she won't be coming back down in a hurry. After a magnificent comeback, the first point goes to Link.*

Games have a tendency to live and die by their central characters. This may seem like a dangerous claim – after all, we're continually insisting that 'looks don't matter' – but a loveable star *can* make a difference. For every wise-cracking Gex and limbless Tonic that's out there ruining a game, there's a swearsome Duke Nukem or crazy-haired Goemon who's helping to make a title a pleasure to play.

VERDICT *Smash Bros* **is full of classic Nintendo characters and, as such, comes with a ready-made aura of that Shigsy-style magic.**

And so we come to *Smash Bros*, the best beat-'em-up on the N64 by miles, mainly – though not exclusively – because it's got Mario in. There's no common-or-garden high-kicking schoolgirl wearing a short skirt, nor a forgettable ninja master chucking fireballs all over the shop. Instead, there's Yoshi, laying eggs and making his trademark bleeting noise. There's Pikachu, harnessing the power of electricity to fry his opponents. And there's Mario himself, shouting in Italian and pulling off punches and kicks straight from *Super Mario 64*. *Smash Bros* is full of classic Nintendo characters using their classic Nintendo moves and, as such, comes with a ready-made aura of that Shigsy-style magic.

The appearance of Pika should be a clue that *Smash Bros* isn't just another outing for the eight regular *Mario Kart/Party/Golf* players. Instead, this game features a 'Greatest Hits' collection of past Nintendo favourites, including Fox McCloud, Link, and *Metroid's* Samus Aran. This is undoubtedly a good thing – unlike Peach, Toad and co. (whose 'one strength, one weakness' nature means they only differ from each other subtly), the fighters in *Smash Bros'* are totally individual, with moves ranging from 14-hit punches to devastating laser shots. There aren't as many moves as, say, *Tekken* has, but there's still more than enough variety here to satisfy all but the most hardcore of fighting fans.

The fighting itself is typical of Nintendo, refusing to follow the rules of normal beat-'em-ups. There are no power bars, no finger-twistingly complicated combo moves, and no booming 'Round One... Fight!' announcements. A point is won by simply wearing your opponent's strength down until they're weak enough to be kicked off the 3D arena to their 'death' – at which point, they simply re-appear for another go. There's no break in the fighting until the timer runs down and the scores tallied; until then, it's nothing but fast, free-flowing fighting, which – thanks to the open arenas, varied moves, and up to *four* players simultaneously smacking each other to bits – is never anything less than gripping.

The 12 arenas in *Smash Bros*, just like *Mario Kart's* tracks and *Mario Golf's* courses, are exquisitely designed. They're not particularly detailed – which thankfully means there's no chance of losing your character against the background – but they're firmly in the Nintendo mould, with each based on a single character's 'world'. Each also offers a different type of fight – Yoshi's small, multi-platformed screen makes for fast scrapping with barely a moment to think, while Fox's *huge* flat arena creates a more tactical battle, where there's room to retreat and contemplate your next attack.

As you'd expect from a game with The Big N's name stamped on it, *Smash Bros* isn't in the habit of allowing beginners to be pummelled senseless by experts. With



Every character is faithful to their videogaming past – just like in Mario 64, the plumber arrives from a green pipe.

Fox and Mario re-create everyone's favourite bit from The Empire Strikes Back.

Kirby's about to learn never to mess with a 12-ton monkey.

WIN!! A GIANT PIKA!

Proving once again that they're the masters of unbridled enjoyment, Nintendo have included a brilliant 'freeze-frame' mode in *Smash Bros*. Press Start, and you can zoom all around the frozen scene with the analogue stick. It's a needless addition, but it's fantastic fun, and the basis of this rather smart competition. Send us your own photograph or Game Boy Camera shot of a suitably action-packed still from *Smash Bros'* pause mode, and if we judge it the best of all we receive, you could win this giant, squishable, shell-suited Pikachu (as reviewed in last month's New Goods). Good, eh? Address your entry to:

Smash-Bang-Wallop! What a Picture!, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

To reach us no later than 10th January 2000. Go for it – and if you're not sure what kind of thing we're looking for, have a glance around this text at our own statuesque creations.

relatively unrestricted arenas, power-ups popping up all over the place and a complete lack of guaranteed match-winning special moves, *Smash Bros'* fights veer this way and that in a superbly unpredictable way. Just as a lightning strike could turn a *Mario Kart* race upside-down, the sudden appearance of a lightsabre or Pokéball power-up can give even the most downtrodden pugilist a glimpse of victory. Experienced *Smash Bros* players are still *likely* to win, but with a small number of moves per fighter, there's no excuse for anyone not knowing at least one character inside-out.

LIFESPAN *The fact that Smash Bros is still a lunchtime favourite, almost a year after we first got our hands on it, is testament to its greatness.*

And it's when everyone playing is familiar with their character that *Smash Bros* reveals its true beauty – an unexpectedly tactical heart beating beneath its cutesy, arcadey exterior. If you're serious about winning, you'll need to work out the best time to use Mario's 14-hit punching combo, find the perfect place to launch Pikachu's lightning strike attack, and time jumps to avoid Link's brutal longshot attack. As a consequence, you'll develop your own style of play, and some of the best moments will come from experimentation under pressure – such as managing an extended triple-jump back into the arena after a particularly hefty kick into space, or throwing a fireball in someone's face from a screen-width away.

There truly is never a dull moment. There's the odd *frustrating* moment, where the analogue controls make it difficult to move between platforms, or the camera zooms out so far to fit everyone on screen that the characters are nothing more than dots in the distance. But there are simply so many neat touches – the knowing homages to retro Nintendo titles, the heart-rending cry of 'Pikaaaa!' as the yellow mouse sails to his doom, the freeze-frame pause mode – that you'll forgive *Smash Bros* all its minor faults. Within a few minutes of playing for the first time, you'll have chosen a favourite character, a favourite arena, a favourite power-up – all classic signs that you're playing a top-notch game.

So, undoubtedly, this is the best beat-'em-up on the N64. If you're looking for a more traditional fighting game, Imagineer's excellent *Fighters Destiny* (or the upcoming sequel) is probably more to your taste. But *Smash Bros* is as unique and essential an experience as any Mario game – especially as its multiplayer ranks up there with *GoldenEye's*, *Mario Kart's* and *Quake II's*. The fact that *Smash Bros* is *still* an office lunchtime favourite, almost a year after we first got our hands on it, is testament to its greatness. Do *not* miss it.

MARK GREEN

pluses & minuses

+
- Fast, fluid, fun-filled fighting.
- Loads of Nintendo faves to battle with.
- Perfectly-designed, varied arenas.
- Absolutely top-notch multiplayer.

–
- Fiddly analogue controls at times.
- Camera can be a little erratic.

If you like this...

Fighters Destiny
Infogrames
N64/13, 86%
Now the N64's *second*-best fighter, still a blinding beat-'em-up.



8 VISUALS
The arenas are unremarkable, but the characters are smooth, fast and well-animated.

8 SOUNDS
Suitably nasty slapping noises and a bunch of top retro Nintendo tunes.

9 MASTERY
It's difficult to see how such a game could have been done on any other platform.

9 LIFESPAN
One of the N64's best multiplayer games, and a superb one-player.

VERDICT
Once again, Nintendo enter the fray and revitalise a long-running genre. A truly original beat-'em-up which offers unrivalled enjoyment.



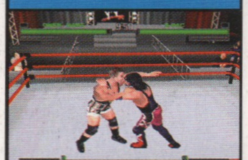
pluses & minuses

+
- Uncommonly quick.
- Mostly responsive control.
- Exciting, violent-looking moves...

–
- ...but there aren't many of them.
- Presentation is lacking.
- Limited one-player game.

If you like this...

WWF Attitude
Acclaim
N64/32, 88%
The most authentic, fully-featured 'rasslin title yet.



7 VISUALS
It moves quickly, but it's not as pretty as *Attitude* or *Revenge*.

8 SOUNDS
Superbly meaty effects and the usual over-the-top commentary.

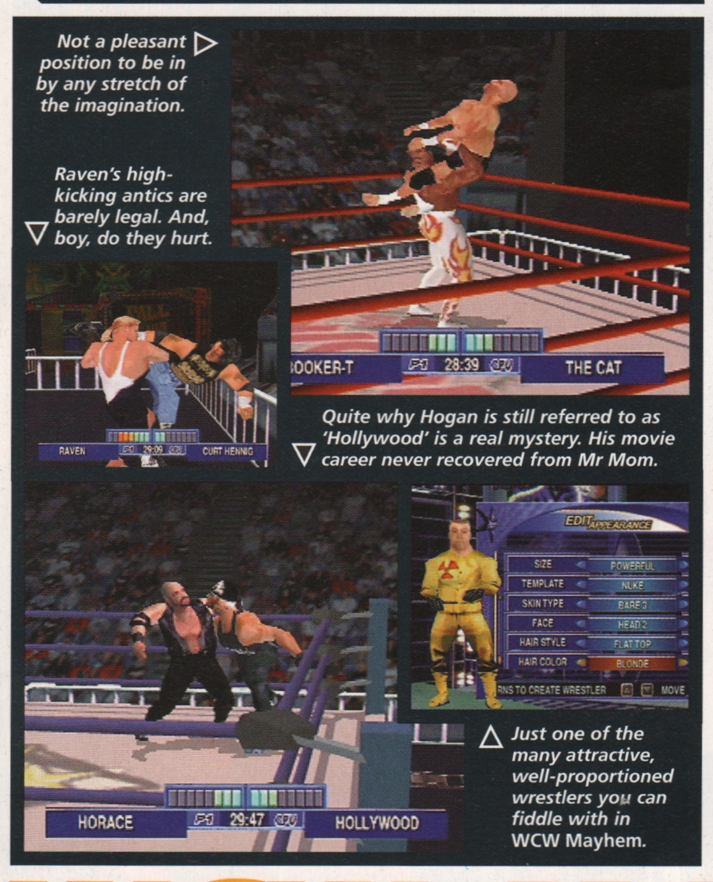
7 MASTERY
The speed is the thing, as it's not as comprehensive as other wrestlers.

7 LIFESPAN
Few match types or events means it likely to pall quickly. The multiplayer just about saves it.

VERDICT
Its pace makes it unique in the wrestling market, but it's not as polished or exhaustive as its rivals.

78%

PREVIOUSLY IN N64 We last previewed *WCW Mayhem* back in N64/32. Rockin'.



Not a pleasant position to be in by any stretch of the imagination.

Raven's high-kicking antics are barely legal. And, boy, do they hurt.

Quite why Hogan is still referred to as 'Hollywood' is a real mystery. His movie career never recovered from Mr Mom.

Just one of the many attractive, well-proportioned wrestlers you can fiddle with in WCW Mayhem.

STEP OUTSIDE

Fights spilling outside the ring in wrestling games are nothing new, but *WCW Mayhem* gives you the chance to head outside to the changing rooms, exterior corridors or even the car park. The action is viewed from a security camera, which turns everything an authentic shade of grey, and there are a huge number of carelessly-placed objects waiting to be picked up and forcefully shoved down your opponent's throat. Chairs are the most common weapon-in-waiting, although there's just about every household item you could think of lying around – *including* the kitchen sink. We're sure there must be a law against bashing someone over the head with a porcelain basin, though.



Each weapon can multiply the damage you do to your opponent. Here, we're quadrupling the pain.



It's a shame the resident security guard doesn't get involved.



The traditional 'Smash Your Opponent Over The Head With A Foldable Chair' manoeuvre.

WCW MAYHEM

Acclaim, T•HQ and now EA make it a three-way dance.

In the same way that a fight between two six-packed wrestlers might be interrupted by a third fighter scampering into the ring, EA have leapt into a gaming arena that's previously been reserved for 'rasslin stalwarts Acclaim and T•HQ. Thankfully, *WCW Mayhem* is good enough to avoid EA ending up lying in a pool of blood and bones on the floor.

There's plenty that we *don't* like about *Mayhem*. The 60+ wrestlers are squat, swollen-headed dwarfs, who slide around the ring like they're on rollerskates. The number of options is *extremely* limited – aside from changing rope break and submission rules, the volume of the crowd is just about the only customisable feature. And there's an unforgiveable loading delay before each match, where the screen goes completely black except for a 'Please Wait' message. Shocking.

But where EA's game scores is with its unrivalled speed. It's astonishingly fast, to the point where punches, throws and holds occur at the kind of eye-jittering pace that real-life wrestling reaches, helping *Mayhem* feel much more like a traditional beat-'em-up. With every move coming with its own gruesomely over-the-top crunching or slapping noise, and the camera moving in to get a good look at the most painful moves, *Mayhem* has much more in common with games like *Fighters Destiny* than its 'rasslin stablemates, and offers some superbly exciting fighting as a result.

The number of moves is disappointing compared to *Attitude* or *Revenge*, but *Mayhem* concentrates on quality rather than quantity, with only the most useful reversals, turnbuckle throws and spine-snapping submissions included. They're not always easy to pull off – especially if your opponent won't lie still and take what's coming to him – but they look all the more painful for their sheer speed. We had to look away from the screen every time Booker-T performed his patented 'I'm Going To Somersault Onto Your Stomach' manoeuvre.

As a one-player game, *Mayhem* is short-lived. Matches are over too quickly, the stamina/energy bars seem stacked in your favour, and repeating one move is guaranteed to topple any fighter – we won the first 'Hard' belt on our first go within 15 minutes. But it's a worthy multiplayer game, and although it's not as comprehensive, attractive or lasting as this month's *Wrestlemania*, its fast play makes it an enjoyable wrestler in its own right.

MARK GREEN

INFO BURST

WCW MAYHEM

FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	22 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

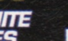
WHEN'S IT OUT?

US	UK	Japan
Now	Dec 10	TBA

COST: £40



FREEZE MODE

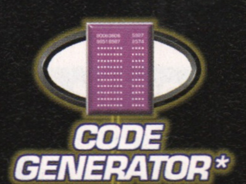





INFINITE LIVES · EXTRA WEAPONS · INFINITE HEALTH



FOR NINTENDO® 64

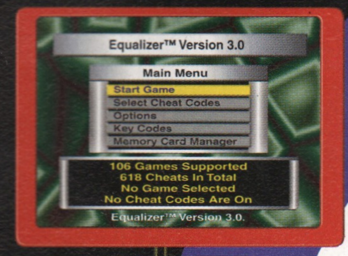


CODE GENERATOR*

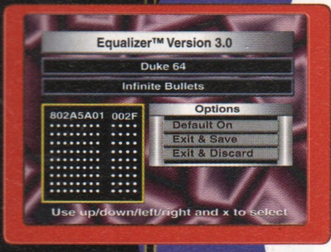



EXTRA VEHICLES · EXTRA CHARACTERS · INFINITE AMMO

CHEATING DEATH HAS NEVER BEEN EASIER!



MAIN MENU



CODE ENTRY SCREEN

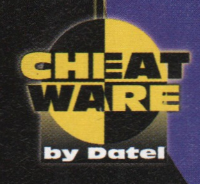
Become indestructible using EQUALIZER™, the new cheat code cartridge for Nintendo® 64. You can access HUNDREDS of the HOTTEST cheat codes for the greatest games - PLUS there's space to store thousands more. You can easily program NEW codes as they become available, and you can even find and create YOUR OWN GAME BUSTING CHEATS with Equalizer's™ unique in-built CODE GENERATOR*. There's also V-RAM VIEWER, which allows to view secret in-game graphics.

Simply FREEZE the action of any game DURING GAMEPLAY. Enable any of Equalizer's™ CODE CRACKING utilities - then just press a button to jump back into the action!

EQUALIZER CHEAT CODE CARTRIDGE

S.R.P £19.99

100% ACTION REPLAY COMPATIBLE



"A CRACKING TIPS GADGET"
Nintendo World 92%

"CERTAINLY WORTH THE MONEY AND FUN TO USE"
Arcade 5/5 ★★★★★

THE UK'S BEST SELLING N64 CHEAT CARTRIDGE !

Source: Chart Track, August 99



CALL D3 WORLD TO ORDER:
0845 6010015
Lines Open 9am - 5pm, Monday to Friday



GAME RELEASE DATES • NEW EQUALIZER CODES • COMPETITIONS • CHARTS
CALL NOW - UPDATED EVERY FRIDAY
0891 516355
Lines open: 24 hours a day. 7 days a week
Calls cost 50p a minute. UK ONLY.
www.codejunkies.com

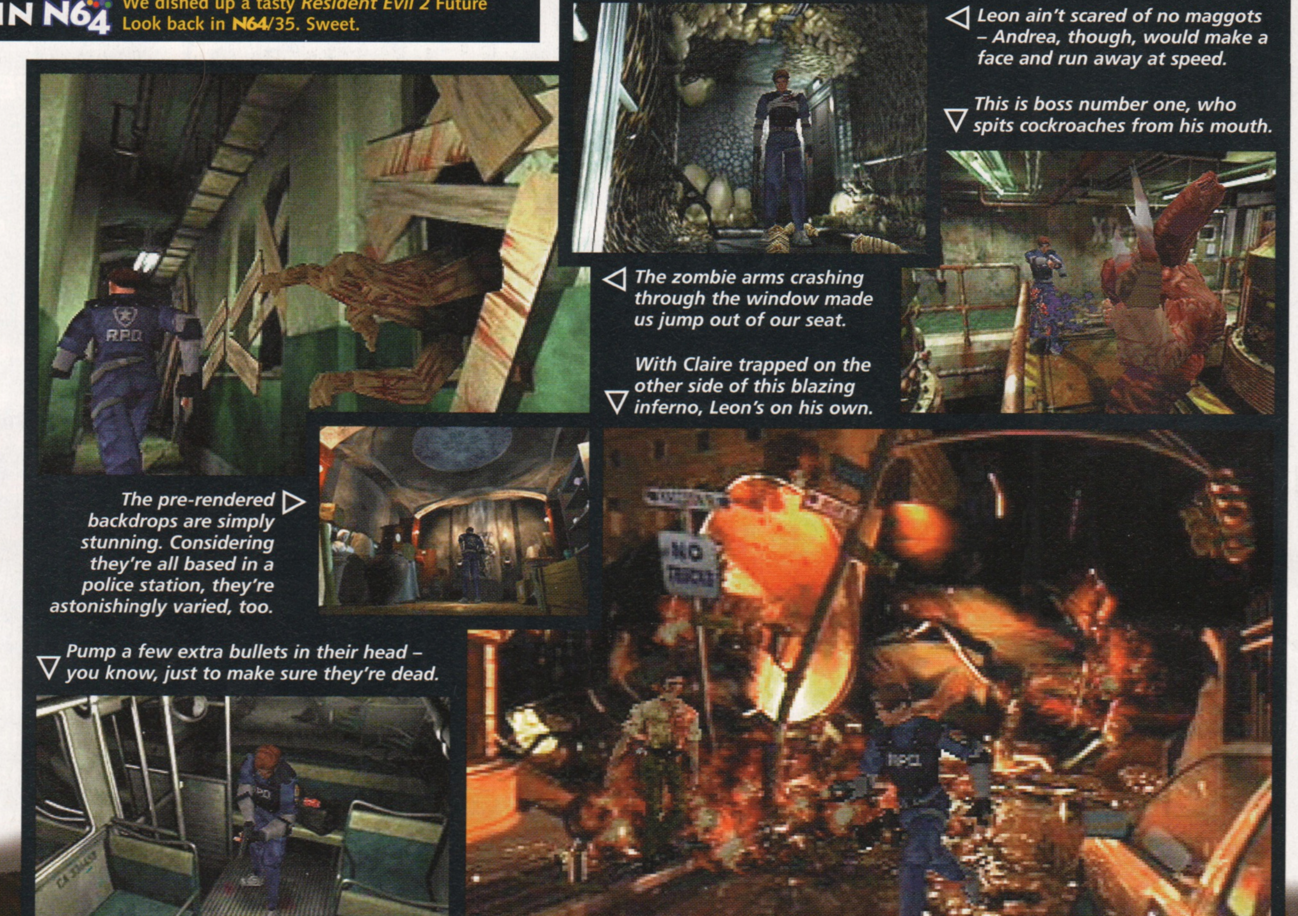
AVAILABLE FROM ALL LEADING RETAILERS

*IMPORTANT - Requires Nintendo® or Datel Ram Expansion Pak to utilise this feature

PREVIOUSLY IN N64 We dished up a tasty *Resident Evil 2* Future Look back in **N64**/35. Sweet.

DEAD AGAIN
There are two bonus quests to be getting on with if you complete all four of Leon and Claire's main missions. The first features the member of a S.W.A.T. team, who's trying to escape Raccoon City after surviving a pitched gun-battle. The second is the same quest, but starring – get this – a giant block of bean curd armed only with a kitchen knife. Eh?





Leon ain't scared of no maggots – Andrea, though, would make a face and run away at speed.

This is boss number one, who spits cockroaches from his mouth.

The zombie arms crashing through the window made us jump out of our seat.

With Claire trapped on the other side of this blazing inferno, Leon's on his own.

The pre-rendered backdrops are simply stunning. Considering they're all based in a police station, they're astonishingly varied, too.

Pump a few extra bullets in their head – you know, just to make sure they're dead.

RESIDENT

Capcom bring out their dead...

INFO BURST

RESIDENT EVIL 2	
FROM:	Capcom
CART SIZE:	512Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Dec	Jan

COST: £50

When Capcom revealed that they'd decided to join the Nintendo party, we were pleased. When they told us that their first game on the N64 would be a *Tetris* game starring Mickey Mouse, we were a *little* disappointed. It was a bit like booking David Bowie to play at your birthday party, only to be disappointed by him performing only his 'fantastic' new material.

Thankfully, by the time *Magical Tetris Challenge* appeared, Capcom had come to their senses, and proceeded to port their hugely successful *Resident Evil 2* from the PlayStation to the N64. It was always going to be a huge undertaking, especially as the plan from the start was to squeeze *everything* – including the game's impressive pre-rendered cut-scenes – into a 512Mbit cart. Have Capcom managed to pull it off? Read on to find out...

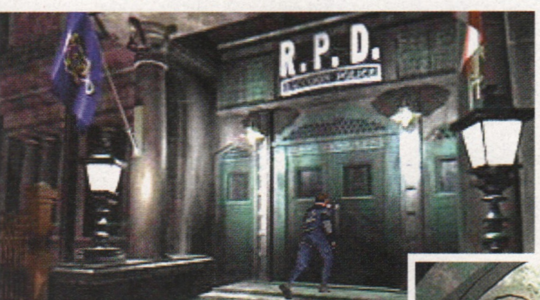


Cockroaches... crawling... everywhere. Horrible.

Ada's injured, so Leon does the decent thing – runs off without her. What a hero.

GHOST HOUSE

Until Leon takes the train to the Umbrella Organisation's secret laboratory, the Raccoon City Police Station is where much of *Resi 2* takes place, with new areas of the cop shop opening up as you solve puzzles and find keys – think of it as a smaller, zombie-infested, indoor version of *Zelda*'s Hyrule Field if you like. At first, the number of cryptic messages, hidden jewels and keys in the police department seems to stretch credibility – but a twist in the tale late in the game reveals that the officers of Raccoon City aren't quite as innocent as they seem…



Where the action is: the Raccoon City Police Department. Expect more than one zombie to be stumbling around inside.

The police clock won't work until you've replaced a missing cog. Look out behind you, though…



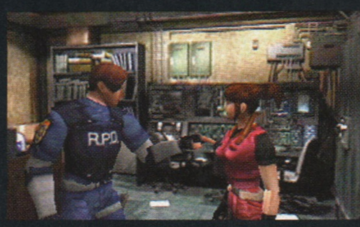
Typewriters are used to save the game, but there are only a limited number of ribbons. Use them wisely.



That corridor won't be so empty next time.

Battle of the sexes

At the start of *Resident Evil 2*, you can choose to play as resident policeman Leon, or his feisty sidekick Claire. Both start on opposite sides of a blazing articulated lorry, with different routes to take to the final showdown, but their quests are fundamentally the same. The main differences are that Claire wields grenade-launchers rather than guns, and bumps into an oddly creepy child while Leon is rubbing shoulders with a young lady named Eva. Otherwise, the rooms, bosses and puzzles are largely similar – although you'll still need to complete both Leon and Claire's main adventures before gaining access to the first two bonus missions, though.



"Don't do it again!" Once again, Leon demonstrates exactly how to treat a lady.

CROCODILE HUNTER

The second boss in *Resi 2* is a crocodile – one that you'll have to treat with both respect *and* fear. Seeing him off means wasting case-loads of bullets, unless you use this neat ammo-conserving secret method: search the tunnel's solitary yellow light to cause a gas canister to drop out, then shoot the greedy croc as he gobbles up the gas. Ker-boom! What a beauty!



EVIL 2

N64 MAGAZINE STAR GAME



GO! GO!

HI-RESIDENT EVIL. *Resident Evil 2* utilises the expansion pak, and to stunning effect. With enhanced visuals, the real-time 3D of Leon and his zombie friends is virtually indistinguishable from the incredible pre-rendered backgrounds, and moves slickly at all times. In high-res, it's also a lot easier to see your way (and make out lurking nasties) in the murkier areas of the game.

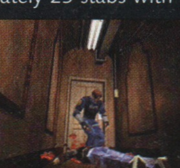


MAKE THE UNDEAD DEAD

Only half of *Resi 2*'s puzzles consist of finding keys – you'll also need to track down bigger and better guns if you're hoping to stay alive.

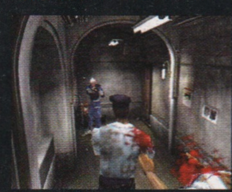
Knife

Useless. A zombie will only succumb after approximately 25 stabs with the knife, so it's imperative *never* to run out of ammo for your guns.



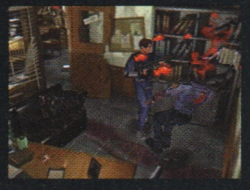
Pistol

With at least three shots needed to take down the weakest of zombies, the pistol is pitifully poor. Handy for shooting the beaks off crows, though.



Shotgun

This noisy beauty is able to knock down several of the undead with one shot, and it's the only option against the crawling, head-eating Lickers.



Magnum

This is more like it. When you bump into *Resi 2*'s bosses, or a giant acid-spitting spider, the booming Magnum is the weapon of choice.



Flamethrower

Only available near the end of the game, this firey gun is ideal for toasting the living shrubbery that wanders around the Umbrella lab.



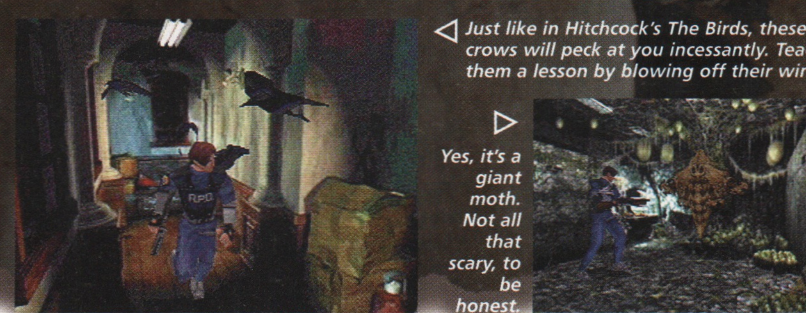
Creepshow

The range of blood-sucking bad guys in *Resi 2* is surprisingly small, but they're a horrifying bunch, and have a habit of bumping into you just as you sprint around a blind corner. The default shambling zombies are bad, the advanced, 'naked' version is worse, and the 'Look mum no legs!' torso-only variation, which claws its way forwards and bites into your shins, is truly skin-crawling.

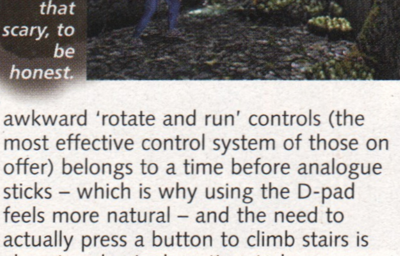
Honourable mentions also to the man-sized tarantulas, the mutant leaping dogs, and the *giant* moth near the end of the game, which sadly can't be killed by putting a lightbulb nearby and waiting for it to burn its own wings off.

If you're lucky, zombies will be too busy feasting on bodies to notice you.





Just like in Hitchcock's The Birds, these crows will peck at you incessantly. Teach them a lesson by blowing off their wings.



Yes, it's a giant moth. Not all that scary, to be honest.

The first words that you see as the *Resident Evil 2* cart starts up are "This game contains excessive violence and gore". And it isn't joking. We can't find a more appropriate phrase to describe a young man's body splitting in half from neck to waist, and a blood-drenched insect crawling out of his ravaged intestines and scuttling away into the sewers, than 'excessively gory'.

Capcom's *Resident Evil* series has been serving up this unique brand of stomach-churning magic on the PlayStation for several years. The first game – which we'll never see on the N64 – featured a crack police squad being bumped off one by one as they explored a zombie-filled mansion. This sequel, arriving on Nintendo two years after its first appearance on Sony's grey box, stars another policeman, another giant building (Raccoon City police station), and another batch of the moaning, shambling undead.

Despite *Resident Evil 2* being hailed as state-of-the-art back in 1997, this version is bound to disappoint you at first, because it has its roots in an era before *Super Mario 64* arrived to carve up the rules and boundaries of gaming. The awkward 'rotate and run' controls (the most effective control system of those on offer) belongs to a time before analogue sticks – which is why using the D-pad feels more natural – and the need to actually press a button to climb stairs is almost endearingly antiquated. Frustratingly, even the infamous *Resident Evil* door-opening animation – designed to mask loading times on the original CD version – pops up between rooms on the N64 cart.

However, thanks to its power to shock, surprise and scare half to death, *Resi 2* is still an utterly absorbing adventure. The map is small, and filled with only a handful of different monsters, and yet you'll never get the chance to relax. At every turn you'll find impressive pre-rendered cut-scenes, stunning backdrops, haunting movie-quality music and ingenious camera angles employed to maintain the intense atmosphere of foreboding and fear. Whether Leon is slowly backing away from approaching zombies, tip-toeing around a mutant dog feeding on human remains, or sprinting down a darkly-lit corridor towards who knows what, you *will* be scared rigid.

VISUALS ***At every turn you'll find impressive pre-rendered cut-scenes, stunning backdrops and ingenious camera angles...***



If red blood isn't to your liking, you can change it to blue or green. Wuss.



Resi 2's puzzles are all fairly easy – this one's all about pushing shelves around.

It's vital not to waste ammunition, as ammo packs are hard to find.



By this point, Leon's getting closer to the horrifying source of Raccoon City's problems.



Admittedly, there's not much going on in most of the rooms, but they look lovely. Shame no-one thought to tidy up, though.

Careful aiming with the shotgun can blow a zombie's head clean off. Pleasant.

Admittedly, since *Resi 2* appeared on the PlayStation, we've been spoiled by the character acting in games like Acclaim's *Shadowman*, and, subsequently, the 'quality' of Resi 2's cut-scene acting occasionally ruins the moment. Leon often reacts to grisly deaths and bleeding colleagues with a nonchalant "Oh, man!", as though he'd just dropped a pound coin down a drain, and his hopeless flirtatious asides to various females will make you squirm. The visual acting isn't any better: near the end of the game, a woman is crushed beneath a falling roof support. It's meant to be dramatic – instead, it's unintentionally hilarious.

But not even hammy acting can dampen the thrill of *Resident Evil 2*'s many shocks and scares. Your enemies are genuinely frightening – zombies which make sudden lunges as you sprint past, cockroaches which envelop and kill you if you pause for a second, dogs which won't run *unless you do* – and they're topped off by some of the most hair-raising moments in gaming history. We won't spoil them for you, except to describe the feeling of utter dread we experienced as we searched a dead body in an eerily quiet corridor, and found ourselves reading the words, "It's head is missing. It seems to have been twisted off".

Unsurprisingly, in a game based so heavily on one-off incidents, the actual *game* takes a back-seat to jump-out-of-your-seat moments. The most you'll be expected to do is work out that a diamond-shaped key fits a diamond-shaped lock, or find a missing cog for a broken clock. In fact, the puzzles soon begin to get in the way of the continuing story, with all the running back and forth needed to fetch, store, retrieve and use objects and keys. More than once, when we found Leon's tiny pockets full at precisely the point where we needed to grab a vital object, we intentionally wasted a first aid spray in order to avoid running all the way back to one of the game's item storage chests.

It's lucky, then, that most of *Resi 2* involves shooting the limbs off increasingly gruesome monsters. The controls will frustrate you, with the non-analogue aiming making some of the boss battles more difficult than they should be, but every moment with a monster is so perfectly pitched – you'll *never* have enough weaponry or ammo to make any fight a formality – that the game is pleasingly challenging from start to finish. That's something that few non-Nintendo N64 games can boast.

There's not all that much to *Resident Evil 2* – the main game will only take a few hours to complete, the bonus quests featuring Leon's sidekick Claire and other characters are gimmicky, and the N64-exclusive 'object location randomizer' doesn't add much in the way of longevity. But what there is will hook you immediately and completely – and if it doesn't have you leaping from your chair in shock at least once, you must be dead.

MARK GREEN

LIFESPAN ***There's not all that much to Resident Evil 2, but what there is will hook you immediately and completely.***

pluses & minuses

+

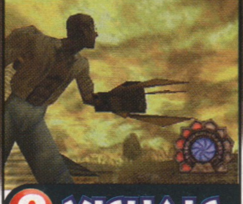
- The scariest game you'll ever play.
- Stunning photo-quality backdrops.
- Fast, smooth, real-time 3D.
- The N64's first pre-rendered cut scenes.

–

- Fiddly, old-fashioned controls.
- Only a few hours play.

If you like this...

Shadowman
Acclaim
N64/32, 93%
Similarly 'adult' adventure, absolutely massive.



9 VISUALS
Eye-popping rendered backgrounds, with near-flawless real-time 3D.

9 SOUNDS
Huge atmospheric music and genuinely scary zombie sounds.

8 MASTERY
Two CD's-worth of PlayStation game packed onto one cart.

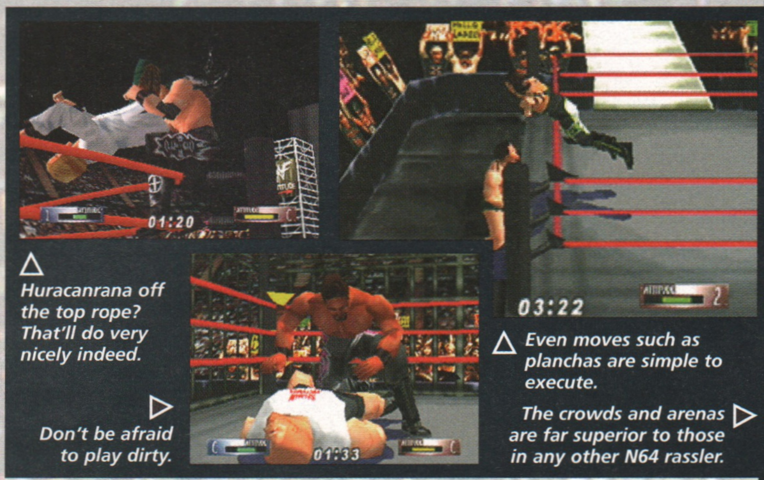
7 LIFESPAN
The main quest is short, and the bonus missions are gimmicky and repetitive.

VERDICT
While the controls are showing their age, this flawless conversion is scary, deliciously gory and utterly gripping.

90%



PREVIOUSLY IN N64 See N64/32 and 33 for whole pages of *WWF Wrestlemania 2000* Coming Soon goodness!

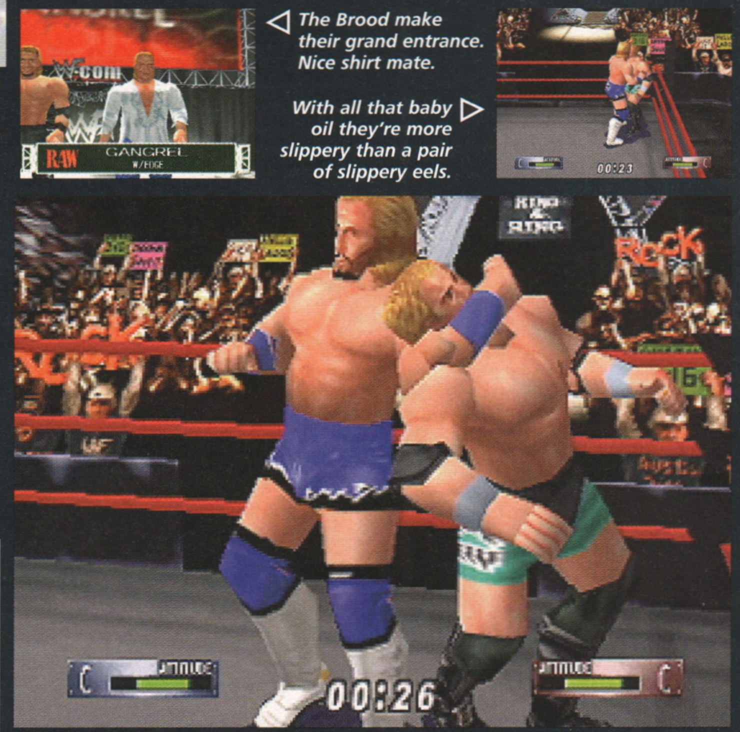


Huracanrana off the top rope? That'll do very nicely indeed.

Don't be afraid to play dirty.

Even moves such as planchas are simple to execute.

The crowds and arenas are far superior to those in any other N64 rassler.



The Brood make their grand entrance. Nice shirt mate.

With all that baby oil they're more slippery than a pair of slippery eels.

WWF WRESTLEM 2000

N64 MAGAZINE STAR GAME

Suplexes, piledrivers and lycra. Can't beat 'em!

INFO BURST

WWF WRESTLEMANIA 2000

FROM:	T•HQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 17 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

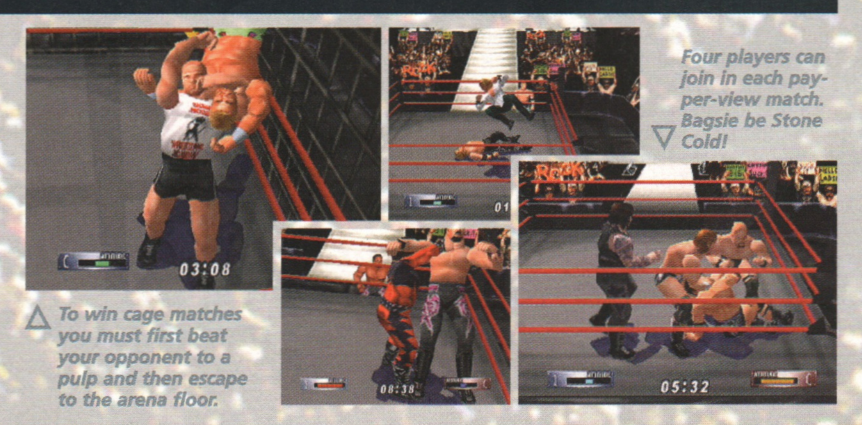
WHEN'S IT OUT?

US	UK	Japan
Dec 3	Dec 3	TBA

COST: £40

The hard pay

Reckon those *WWF* script writers don't know a wristlock from a wrist watch? Ever watched *Wrestlemania* and thought you could do a better job? Then the pay-per-view mode is for you! This option allows you to come up with your own line-up for a huge grappling extravaganza. You can put any of the dozens of wrestlers in matches with any of the other wrestlers, including cage, tag or three-way bouts. You and some mates can take control of each of the grapplers or, should you just want to put your feet up, you can watch the CPU characters going at it.



To win cage matches you must first beat your opponent to a pulp and then escape to the arena floor.

Four players can join in each pay-per-view match. Bagsie be Stone Cold!

Oh no, it's the dreaded sniff-my-armpit move.

Where else would you see so many blokes in their underwear? Actually, don't answer that.

ANIA

Acclaim's recent *WWF Attitude* finally managed to prove that wrestling games are more than just dodgy, second-rate beat-'em-ups featuring fat blokes in pants. With its fantastic selection of grapplers, lush visuals, ace create-a-player mode and huge range of single and multiplayer options, *Attitude* immediately became the definitive canvas-slammer.

Wrestlemania 2000 is *not* its follow-up, though, but the first WWF game from new licence-holders T•HQ, who previously furnished the N64 with a range of technically woeful, but nonetheless sturdy WCW titles.

As you'd expect from any rasslin' game worth its lycra, there are *tonnes* of different modes on offer. Alongside the standard single and tag matches, there are also three-way and cage bouts – with a huge number of options to fiddle with – as well as nail-biting knockout tournaments and all-for-all Royal Rumbles, which give you the chance to indulge in some over-the-top-rope battle elimination action.

Easily the best of the single player modes, though, is the Road to Wrestlemania, where you start life as a lower-tier squash-boy and then work your way up to headlining Wrestlemania. You never know what's in store for you next; a cage match on Raw or a tag match at a house show.

There are seven different arenas to fight in – from those of the TV shows Raw is War and Sunday Night Heat, to the huge events such as Summerslam or the Survivor Series – and, although they have no real effect on the matches themselves, other than offering you a slightly different environment to grapple in, the choice on offer is staggering.

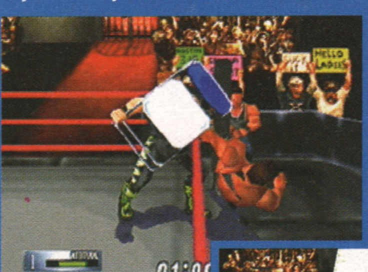
The characters are pleasingly sizeable and, although this doesn't *quite* have the edge on *Attitude*'s hi-res capering, the rasslers are brilliantly individual and, unlike many grappling games, where the characters look like they've been shaped from pipe cleaners, you really do get a feel for the oversized nature of the WWF 'superstars'. And there's a *lot* of them. All the various factions, such as the Ministry and The Brood are included, while virtually every WWF character you

VISUALS ***This doesn't quite have the edge on Attitude's hi-res capering but the rasslers are pleasingly sizeable and brilliantly individual.***

GO! GO!

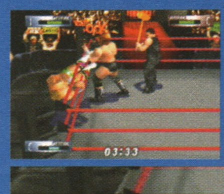
HIT ME, BABY

Head out to ringside and it's possible to obtain all manner of creative weaponry from the crowd. These include (deep breath) flight cases, trophies, mallets, clubs, stop signs, broken tables, dustbins... and baseball bats wrapped in barbed wire! Quite why members of the front row are equipped with such things remains a mystery. After all, lugging a dustbin around with you on the off chance that a professional wrestler may grab it to smack over the head of a hapless opponent really must be hard work. While using a weapon causes plenty of damage, it only takes a single blow from another character to force you to drop it, at which point it mysteriously vanishes...



American wrestling has a fine tradition of grown men whacking each other with chairs.

Barbed-wire baseball bats? Hmm, that's not gonna tickle.

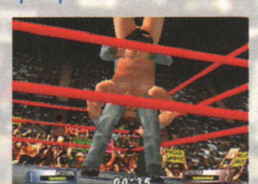


You'll have someone's eye out with that, you know.

Ohmygod, my head's turned into a fridge-freezer!

GLEEPLAY

Keep an eye out for the instant replay feature. It automatically kicks in when one wrestler manages to pull off a particularly impressive, and painful-looking, manoeuvre. Great for gloating when you've just managed to flatten your mate's skull with the aid of a spike piledriver.



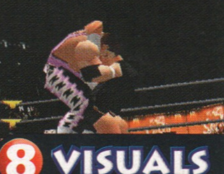
pluses & minuses

+
- Loads of options.
- Superb visuals.
- Great 'career'-style mode.
- You can smack people with dustbins.

–
- 'Spirit level' energy bars recover too quickly.
- Nothing we haven't seen before.
- Some characters out-of-date.

If you like this...

WCW/NWO Revenge
T•HQ
N64/22, 75%
Flawed but fun grapple-fest from the same people.



8 VISUALS
No hi-res mode, but each character looks amazingly like their real-life counterpart.

8 SOUNDS
The music accompanying the entrance vids is particularly cool.

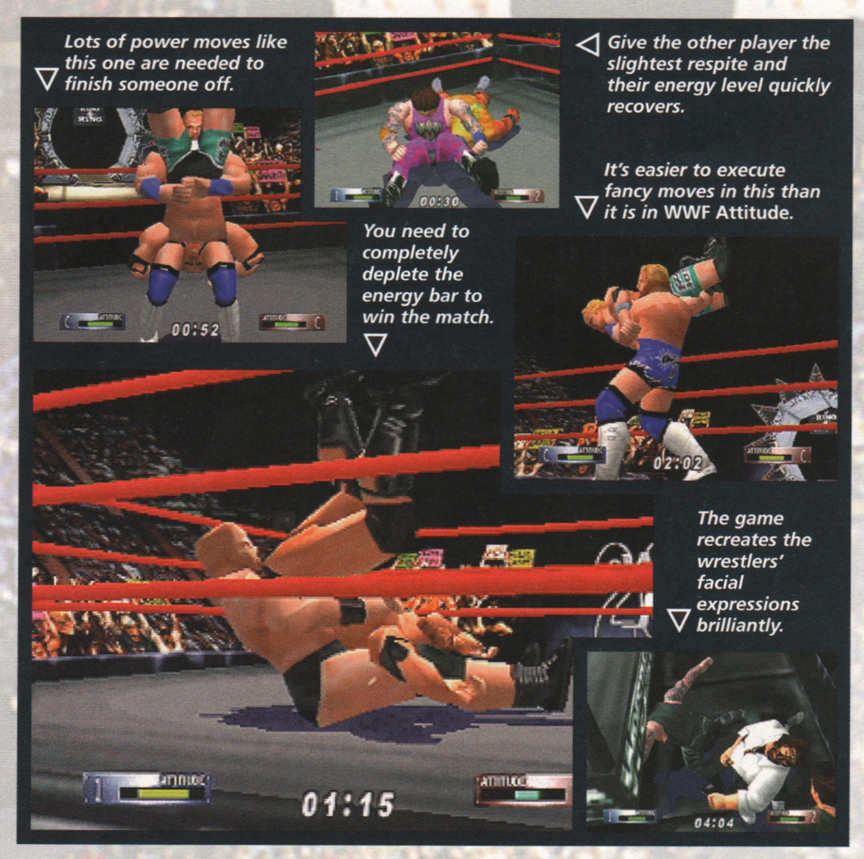
8 MASTERY
Technically better than the WCW games, and there are tonnes of grappletastic moves to get through.

9 LIFESPAN
Loads of single and multiplayer options, though nothing new.

VERDICT
A highly impressive WWF debut from T•HQ offering a perfect alternative to Acclaim's *WWF Attitude*.



90%



Lots of power moves like this one are needed to finish someone off.

Give the other player the slightest respite and their energy level quickly recovers.

It's easier to execute fancy moves in this than it is in WWF Attitude.

You need to completely deplete the energy bar to win the match.

The game recreates the wrestlers' facial expressions brilliantly.

care to mention is featured at one point or another (and there are a stack of secrets to uncover, too). These range from headliners such as The Rock, 'Stone Cold' Steve Austin and The Undertaker down to lesser mortals such as Viscera, Mark Henry and the Blue Meanie.

Attitude's beat-'em-up style combos have been dropped in favour of a more

wrestler. If your opponent manages to seize even a minor respite they will quickly return to virtually full strength again. While this may accurately mirror the miraculous comebacks that are possible in the unpredictable world of 'sports-entertainment', it can make matches very long-winded affairs. This is a particular problem in multiplayer games, which can

LIFESPAN ***As you'd expect from any rasslin' game worth its lycra, there are tonnes of different play modes on offer.***

simple tap of the action button and analogue pad, but this simplistic approach *does* provide hardcore fans with a more satisfying fight. It's certainly not the most intuitive control system ever devised and it doesn't prevent the uninitiated from ending up performing plenty of random pad-pounding, but it *does* provide a top wrestling 'feel'. Not least because the moves are actually more *wrestling*-based than those in *Attitude*. As opposed to an emphasis on kicking and punching, *WWF* provides the opportunity to perform suplexes, inside cradles and a couple of hundred other famed rasslin' manoeuvres.

It's still not really possible to have much of a tactical battle, though. Each wrestler's energy meter recovers so quickly that nothing short of some all-out frenzied wrestling GBH is enough to ensure that your opponent stays down for the three-count. It's amazingly hard work to inflict any significant damage against another

last for several hours unless one player is considerably better than the other.

But *WWF Wrestlemania 2000* is still one of the best wrestling games yet, rivalled only by *Attitude* for its sheer amount of features and options. Admittedly it doesn't really have anything to offer that we haven't seen before (which means there's certainly room for improvement next time round), but if you're gagging for a new wrestling fix, *WWF Wrestlemania 2000* will fit the bill just nicely. Highly recommended.

OLIVER HURLEY

Monster Man

No rasslin' title is complete these days without the ubiquitous create-a-freak mode, and *Wrestlemania* is no exception. It's possible to either start with a blank 'template' or customise an already-existing grapple-merchant. Not only can you alter a character's appearance, you can also choose their entrance music and video as well as fiddling with their moves and fighting style. This includes such peculiar features as ring entry, where you can pick 'jump', 'leap frog' and 'women' (!?), and bleeding, for which you are able to choose 'rarely', 'normal' or 'often'. Nice. You can also pick accessories for your character to enter the ring with such as a tongfar, a head or a pet bottle. True!

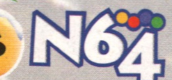


Almost every aspect of a character's appearance can be toyed with.



You put your right foot in, your right foot out, in, out, in, out, shake it all about...





PREVIOUSLY IN N64 We previewed *Roadsters* in **N64**/33. Fresh 'n' funky!

NUTBOY SLIM

Roadsters features a series of fairly embarrassing 'characters', each with their own set of comments and in-game animations. By far the best is Mr Slim, a psychotic suit who sounds like Hannibal Lecter and who gives his opponents the finger when he passes them. And whilst the rest of the drivers are a bit duff, it's actually quite a clever way of telling who's who in multiplayer. Which, as mentioned elsewhere, is surprisingly good, with plenty of detail and a whoooooole lot of speed. The only problem is, to really appreciate it, you all need to know the layout of the courses pretty well.





△ It's the old slippety-slidey ice world! Make sure you've ordered those special spiked tyres.

▽ Jaguar E-Type action with the finger-tastic Mr Slim. Seventh place, though, ain't too special.



▷ The game's tracks are beautifully crisp and intelligently mapped, though maybe a little bit too clean.



◁ Of course we did. And in a cruddy Alfa Romeo too.

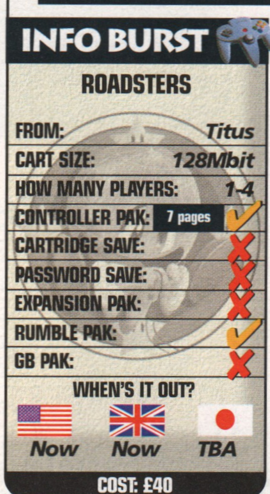
The best way to deal with the CPU cars is to shunt 'em. ▷

ROADSTERS

Take to the road! Sters.



△ Roadsters certainly looks 'da bizniss'.



INFO BURST

ROADSTERS

FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	7 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US: Now | UK: Now | Japan: TBA

COST: £40

On paper, *Roadsters* looks like a surefire recipe for disaster. It uses an engine taken from the desperately average *Automobili Lamborghini* and its developers are from the same team that foolishly believed *Superman* was any good. By rights, this game should be utter bunkum.

But it's not. In fact *Roadsters* is a bit of a result for the French softies, whose history is littered with some of the worst games the world has ever seen. Okay, so it's no *World Driver*, but it *is* thigh-slappingly fine all the same, with some spot-on handling, loads of gleaming sports cars and, best of all, the opportunity to upgrade your machinery and wheeler-deal. Scorching.

Things start off fairly low key, though. You've won nothing so you've got no money, meaning you can only just about afford the entry fee for the competition and one of the fair-to-middling Category C cars (unsurprisingly, category A and B are where the real eye-bleeding speeds start to appear, but until you've got a couple of seasons under your belt – and some much-needed cash – they'll be way out of your price range).

Each season is made up of six tracks and, although you don't have to come first in every race to progress to the next course, you *do* have to have come first *overall* to move onto the next season. The more competitions you win, the more money you earn, which can mean only one thing: more new cars.

The first few hours of *Roadsters*, then, can seem like a bit of a slog. CPU cars *start off* with high-powered vehicles so they're never struggling for speed, whereas you're often left behind in your piddly Alfa Romeo with its top speed of 117mph. However, some canny racing around the game's superbly designed courses (and some minor adjustments to your engine, exhaust, wheels and gears) soon sees your wallet filling up. But it's not until you get started on the game's third season – with two newly unlocked tracks and the Category B cars opened up (including the ace Porsche look-a-like) – that things really start to kick off.

It's also at this point that *Roadsters* gets *fast*. Replaying the same tracks – albeit with slightly varying weather conditions – *could* have been a bind, but new cars mean new top speeds, and when *Roadsters really* ramps up the speed, corners, bends and chicanes you hadn't even noticed before start appearing. A secondary bonus is that the CPU cars are lip-tremblingly aggressive throughout, shunting you off the track, trying to swerve in front of you, sometimes even demonstrating pure unadulterated evil itself by shoving you unceremoniously into the pits as you make your way towards the finish line. You'll scream and swear at the screen, and maybe even lob your controller across the room, but it makes for a fabulous five laps worth of racing.

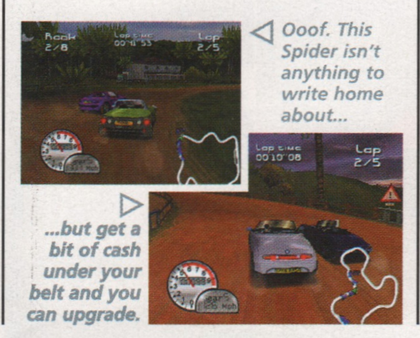
VERDICT ***Even if it's not perfect, Roadsters is still brilliantly smooth, commendably fast and heavy with a technically tidy multiplayer mode.***

SHUNTING SEASON

Eight tracks, plus secrets, means the old 'season' structure comes into play…

Season One

In Season One, you'll only be able to choose from Category C cars, though you can chop and change between vehicles as you want. You'll also only have the standard six tracks to race on, with all but one of them sporting dry and cloudy weather. That'll soon change, mind.



Ooof. This Spider isn't anything to write home about…

…but get a bit of cash under your belt and you can upgrade.

Season Two

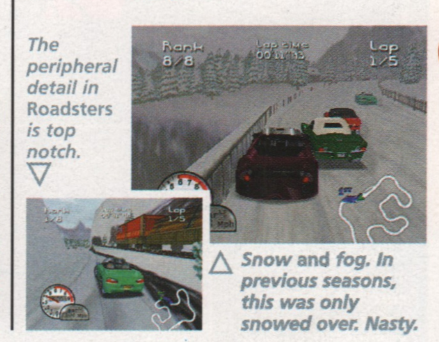
Winning the Season One championship means you'll unlock two extra courses – Docklands and Lumber Mill – and the far more pleasing Category B cars. There'll be four returning tracks from the first season, but now they'll be affected by different weather conditions.



The Docklands track. Pretty harsh in places, this.

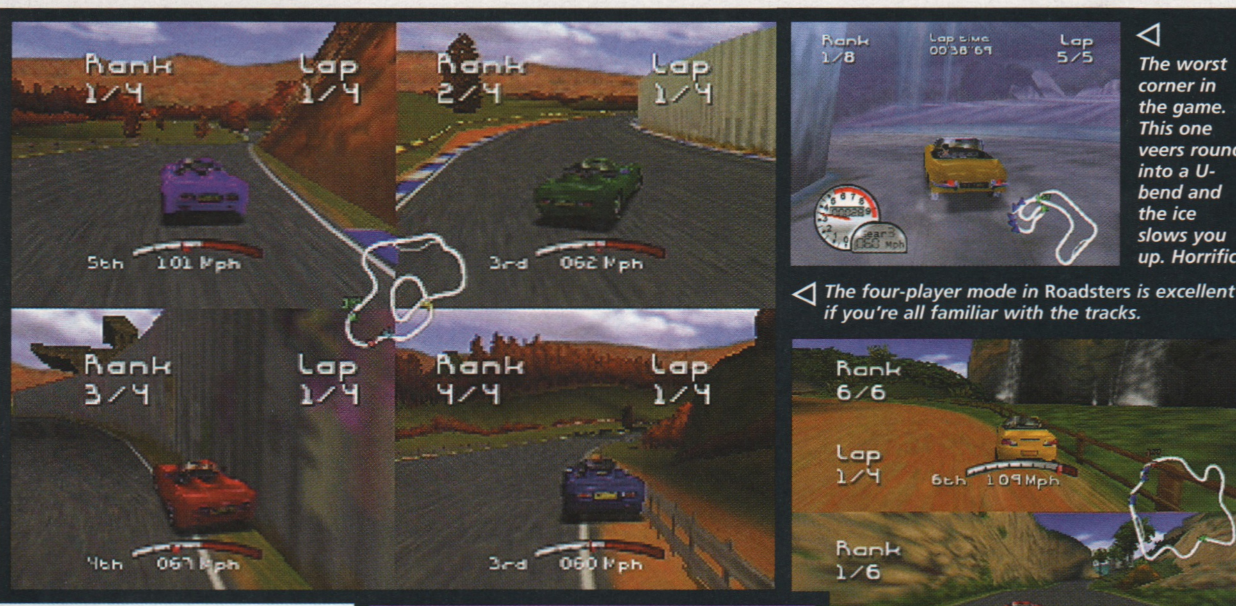
Season Three

No more courses, but a change in weather conditions or time of day, and Category A cars could be within reach if you've earned enough money from Season Two's championship. More likely is that you'll play another season with B cars and then go for the 100 grand A's.



The peripheral detail in Roadsters is top notch.

Snow and fog. In previous seasons, this was only snowed over. Nasty.



The worst corner in the game. This one veers round into a U-bend and the ice slows you up. Horrific.

The four-player mode in Roadsters is excellent if you're all familiar with the tracks.

Two-player is the best multiplayer mode. Fast, smooth and no drop in track detail.

London. There's one horrible corner, but the rest of it is rip-roaringly long straights.

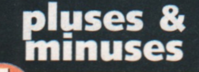
The fact that *Roadsters* gets better the more you play, though, means you'll also start noticing its faults. Undoubtedly the worst is that, when you're lagging behind, all the CPU cars out front seem to travel at the same speed as you, so it's almost impossible to catch up once you've made a few mistakes. Conversely, if you complete a lap at the front of the pack, you'll inexplicably just start pulling away so that, by the time you've finished the course, you're about a lap and a half in front. Fortunately, a lot of your time in the first few laps is spent battling it out in the middle of the eight cars, so this stunningly obvious oversight tends not to have too much bearing.

Equally niggly is the problem of grass and sand, in fact *any* sort of siding, stopping you dead. Straying off the course is a frequent occurrence as the corners and hairpins become more difficult so watching your wheels grind to a bum-tightening halt *time after time* is like having your eyes slowly scooped out of your head. It hurts. Quite how this feature ended up on Titus' Things To Include list is a mystery of Arthur C Clarke proportions, but it found its way into the game all the same.

Luckily, the more you play, the better you get to know the courses and apart from a season of slippedy-slidey snowy weather, you'll mostly be able to avoid those hateful sidings.

Which leaves *Roadsters* as a top notch racing game. Even if it's not perfect, it's still brilliantly fast, commendably smooth and heavy with options – including a technically very tidy multiplayer mode. So, get *World Driver* first, and if you've got some change left, get this too.

TIM WEAVER



pluses & minuses

+
- Loads of ace sports cars.
- Brain-melting top speeds.
- Upgrades, buying and selling.
- Solid multiplayer mode.

−
- Hideous reversing travesty (down on the D-Pad and B *together*!).
- Not enough tracks.
- *Huuuuuuge* turning circles.

If you like this…

World Driver Championship
Boss
N64/32, 91%
The N64's very own *Gran Turismo*. Check out last issue's tips!



8 VISUALS
Solid, colourful and flashy, with some lush car models. Not quite *World Driver*, though.

5 SOUNDS
Flymo alert! The worst engine noises we've ever heard. Some nice music, mind.

8 MASTERY
Impressive. No slowdown, even with eight cars on screen.

7 LIFESPAN
Stacks of cars, but nowhere near enough tracks even given the 'seasons' structure.

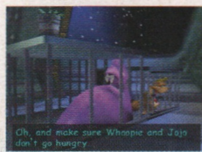
VERDICT
Well behind *World Driver* in terms of quality, and downright niggly in places, *Roadsters* is still fantastic fun.

80%

PREVIOUSLY IN N64 You'll find a reet petite preview of *Rocket* in issue 34. Swank!

PLOTS LANDING

The story, then. Rocket works at Whoopie World, a futuristic theme park. Unfortunately, second-string mascot Jo-Jo kidnaps the titular Whoopie, a dim walrus, with the aim of turning Whoopie World into his own twisted vision. You, then, must right all the wrongs Jo-Jo has wrought, collecting tickets along the way.





THEME PARK LARKS

Fancy creating your own rollercoaster? *Rocket* lets you do just that. Simply collect the four screws on the first level, put them in the right place and voilà.

1 Move the analogue to where you want to position your pieces of rollercoaster track. You have to make sure the finished thing joins up, though, otherwise it won't work. Funny that!

2 The A button creates loops and twisty bits of track. B raises and lowers the height of the track. Use the analogue as well to experiment.



3 When you've finished your 'coaster, hop in the car and you can ride your very own creation. It's just like the real thing. Almost.

4 If your 'coaster turns out to be a good 'un, you'll be given one of the elusive Whoopie World tickets for your trouble. One down, still quite a few more to go. Get to it!



ROCKET ROBOT ON

Third time unlucky for Ubi Soft? Not quite...

N64 Magazine STAR GAME



INFO BURST

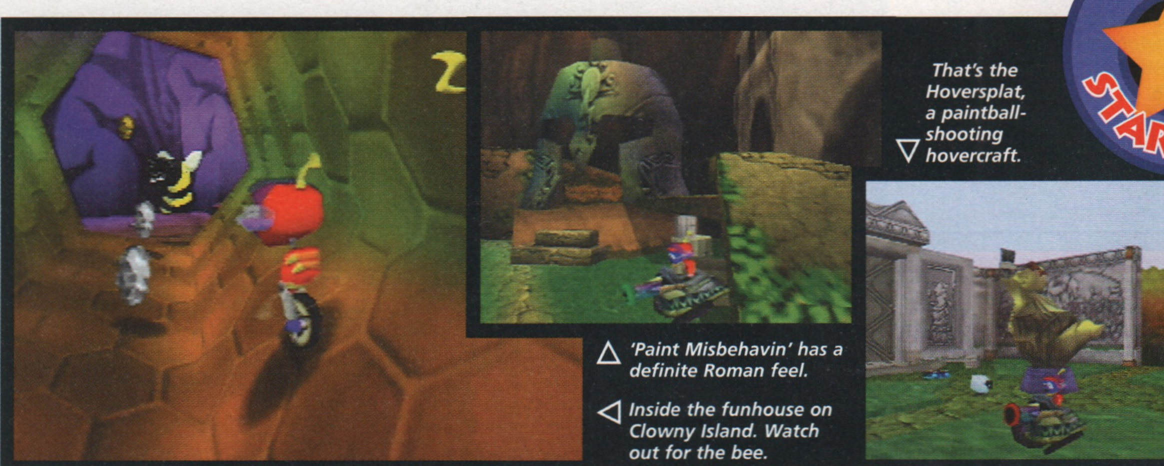
ROCKET: ROBOT ON WHEELS

FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Dec 3	Dec 3	TBA

COST: £40



That's the Hoverspl at, a paintball-shooting hovercraft.

'Paint Misbehavin' has a definite Roman feel.

Inside the funhouse on Clowny Island. Watch out for the bee.



We'll admit, it's had us intrigued. But, after the risible *Tonic Trouble* and the good-looking but average *Rayman 2*, the thought of *another* Ubi Soft platformer didn't exactly fill us with Christmas cheer. Fortunately, developers Sucker Punch have come up with a cracking little game.

What's most surprising, though, is that Sucker Punch are first-time developers, so, if *Rocket* is anything to go by, they've got a bright future ahead of them. A game in the mould of *Super Mario 64* and *Banjo-Kazooie*, *Rocket* is inventive, imaginative and stuffed full of rewarding and enjoyable activities. The levels are fairly small and compact, yet contain a wealth of fun: the first level alone lets you race a computer car in a hot dog mobile, activate a huge mechanical dinosaur, play noughts and crosses with a robotic chicken, create your own rollercoaster *and* ride it. Brilliant stuff.

Rocket himself, though, can be a little tricky to control at times. Although Sucker Punch have developed a pretty impressive physics system – things actually fall, move and bounce in a pleasingly logical manner – jumping can be frustrating, especially in the game's platformy sections; it's really hard to see where you want to land, and when he does actually land, Rocket skids slightly. And the camera, although manually controllable via the C-buttons, often can't keep up with the action – it's the same problem that *Banjo-Kazooie*, and even *Donkey Kong 64*, encounter.

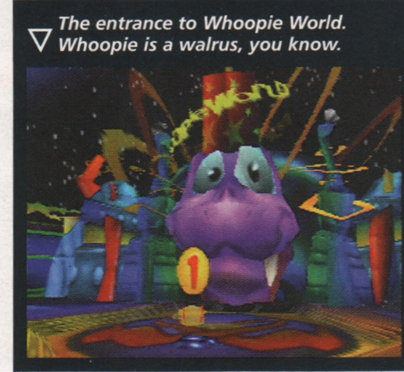
And yet, these quibbles aside, there's loads to enjoy in *Rocket*. Everything has been geared towards providing a fun experience, and the things you have to do in the game reflect this philosophy. The second level, 'Paint Misbehavin' (arf!), is a fine example. To reach the vehicle on this level, you have to catch some sheep and then throw them onto a vine-covered podium. They'll stick there like velcro, and

LIFESPAN *Rocket is inventive, imaginative and stuffed full of rewarding and enjoyable activities.*

And there's more. Whilst tickets are collected to open up new levels, picking up 'Tinker Tokens' allows resident mechanic Tinker to equip our mechanical hero with a plethora of new moves and abilities. The best of these revolve around Rocket's tractor beam: he can pick things up with it, throw them, smash them, and even use it to swing from platforms. Moves and abilities must be linked together for Rocket to overcome certain obstacles, making the game an enjoyably flexible affair.

can then be used as stepping stones. And the vehicle itself is armed with a paint gun – colouring things (statues, even yourself!) is essential to progress. Each level also contains its own special – and unique – vehicle. As well as the aforementioned hot dog mobile and paint-splattering hover-cannon, there's a 'Finbot' (a Dolphin-styled submersible), *Donkey Kong*-style minecart rides and, best of all, a flying bike.

Perhaps the finest moment of the game, though, can be found in the



The entrance to Whoopie World. Whoopie is a walrus, you know.

'Pyramid Scheme' level. Brilliantly, you can switch between 'light' and 'dark' versions of the level, each of which is recognisably similar to the other, but also radically different, and each with its own objectives and things to do. Tremendous stuff.

This game is a joy to play. *Rocket* is slightly reminiscent of *Silicon Valley*, in that it's wildly imaginative, slightly surreal and gloriously geared towards having a good time. Even the music's splendidly cheesy. Most importantly, it's a rarity in that it's actually learnt from the lessons *Super Mario 64* taught, and it's as far removed from *Tonic Trouble* and *Rayman 2*, and all the other copycats, as it could possibly be. Although not as technically accomplished, at times *Rocket* can even be as enjoyable as *Banjo-Kazooie*, due mainly to its often wonderfully original activities. Sucker Punch should be proud; it seems, finally, that it's not only Nintendo and Rare who can produce excellent 3D platformers. And that's about as good a recommendation as any.

JES BICKHAM

pluses & minuses

+
- Original.
- Loads to do.
- Great fun.
- A darn good 3D platformer.

–
- Tricky jumping.
- Some camera problems.
- Out at the same time as *Donkey Kong 64*.

If you like this...

Banjo-Kazooie
Rare
N64/18, 92%
Gorgeous 3D platform adventure with a bear and a bird.



7 VISUALS
Mostly lovely. Fog-free, detailed and very colourful.

7 SOUNDS
Wonderfully cheesy *Silicon Valley*-style music.

8 MASTERY
Technically fine, and design-wise this is perfectly formed.

8 LIFESPAN
There's simply loads to do, and more importantly, it's great fun.

VERDICT
A top-hole 3D platformer, and a real surprise coming from first-timers Sucker Punch. Great stuff.

N64 STAR GAME



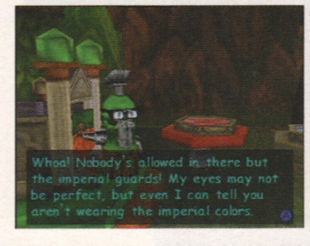
88%

WHEELS

PAINT YOUR WAGON

Here's a quick example of one of the puzzles you're likely to encounter in *Rocket: Robot on Wheels*. Enjoy!

1 In 'Paint Misbehavin', you'll find this Centurion fella guarding a ticket. But he won't let you in unless you're wearing 'imperial colours'…



2 But look! Dotted around you are pools of paint. Green is made from blue and yellow, so a dip in those pools respectively should do the trick. Smart, yes?



3 Hmm. But you need a brown lower half – jump in the water to clean your leg (um, wheel), then a dash of red followed by yellow should do the trick.



4 Voilà! You're wearing the imperial colours – the centurion is suspicious but satisfied and you can get your hands on a prized ticket. Well done, soldier!



pluses & minuses

+ Move along now, move along, nothing to see here.

− The worst handling we've ever seen.
− Hilariously incompetent AI.
− No track maps.
− Dissolving zombies with wooden legs.
− Useless weapons.
− Fuzzy graphics.

If you like this...

Vigilante 8
Activision
N64/28, 74%
Or, in fact, any game ever made. But, this is a similarly themed game.



2 VISUALS
Disgracefully fuzzy.

2 SOUNDS
The zombies sound like they're laughing, and the music's the usual sub-standard muck.

1 MASTERY
No apparent handling, laugh-out-loud computer AI and a technical monstrosity.

1 LIFESPAN
Ten minutes.

VERDICT
A shocking travesty. If you see *Carmageddon 64* in the shops, take it off the shelves, rip up the box and throw the cart repeatedly against the wall until it breaks.

8%

PREVIOUSLY IN N64 We previewed this repugnant turd of a game in N64/32.



The two-player game. About as much fun as a painful death.

Watch them dissolve in a mist of red blood.

Normally at N64 we pride ourselves on completing games...

... but, with C64, we couldn't. We just couldn't. Play it and you'll see.

CARMAGEDDON 64

This one sneaked into the shops. Can't imagine why.

Well, well, well. After *months* of delays and then a decidedly dodgy preview copy, *Carmageddon 64* arrives in the N64 office – a whole day before its release – and, wouldn't you know, it's absolutely, *astonishingly* awful.

The very concept of *Carmageddon* is a boat-sized duffer anyway – mow down innocent pedestrians for points – but, if there was ever a plus point to the PC original and its sequel (which is where this shambles is supposed to have been converted from), it was its bone-crunching needlessness, where pedestrians met with a thumping end on the front of your bumper, body parts scattered, and blood sploshed about; not a thinking man's driving game, but entertaining enough.

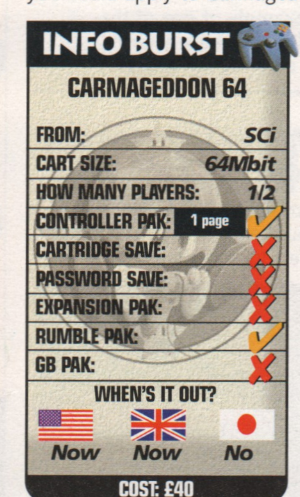
'Entertaining', however, is *not* a word you could apply to *Carmageddon 64*. 'Inept', 'repulsive' and 'crap', definitely, but never 'entertaining'. In fact, the nearest *C64* comes to entertainment is when you switch off your N64, douse the cart in petrol and set it alight.

Forgoing pedestrians for hilariously animated zombies who appear to have wooden legs, and who inexplicably *dissolve* when you drive into them, *C64* is an unbelievable concoction: the handling is shocking, with *huge* turning circles preventing you from ever taking sharp bends, and a 'sharp turn' on Z which doesn't so much turn you as send you spinning in *full circles*. When you hit a wall or the *tiniest* piece of scenery, you're sent flying into the air *San Francisco Rush*-style and this is where *C64* unthinkably gets worse: when you land, because there's no track map and the courses are so large, you have absolutely *no idea* where you are or which way you need to go to get back into the race. Subsequently, you spend *at least* a third of your time completely lost.

Graphically *C64* is woeful, looking like the sort of game rubbish third-parties were wheeling out *three years ago*, while the AI is stupefying. Watch in horror as you drive up a hill and CPU cars just roll backwards past you; or your opponents hit a wall and then accelerate into it *for the rest of the game*; or the handling sends you skidding into a barrier where a CPU car then crashes into your side and stays there, preventing you from moving until the time clock finally runs out.

We thought this might be moderately good fun. We were very, *very* wrong.

TIM WEAVER



INFO BURST

CARMAGEDDON 64	
FROM:	SCi
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	No

COST: £40

MESSING ABOUT IN THE RIVER

As a demonstration of *Carmageddon 64*'s brain-melting awfulness, here are three quality 'occurrences' that'll become all-too-familiar: 1) Falling into the river and – get this – *being able to drive along the riverbed.* 2) Accidentally taking the wrong turn and ending up driving along miles of empty road, and best of all... 3) CPU cars rolling back down the hills *for no reason at all.*









Stunts earn you bonus points. Nice.

Even freaks who live on boats need their daily paper.

It's a dodgy area, but we'll deliver anyway.

Knock down bits of scenery to get extra points and coins.

Get one straight in the mailbox and you earn a perfect bonus. High score time!

PAPERBOY

Beware, non-subscribers!

In *Paperboy*'s weird and wonderful world, there is no grey; only black and white. You're either a subscriber, in which case you can rely on a speedy and efficient delivery of your favourite Daily Sun, or you're the enemy, in which case you can expect to have your windows broken, your children tormented and your loved ones' graves desecrated each and every morning.

You take control of the malicious Paperboy (or girl) in question in this update of the fondly remembered 1985 arcade game. Your job is to supply the brightly coloured houses with newspapers and earn bonus points by vandalising the dark abodes of the non-believers. Eventually the heathens will learn the error of their ways and will subscribe to your rag, until you've got an entire street to deliver to. This brand new version works in the same basic way as the original, despite being set in a 3D environment. The streets twist and turn, but you're forced along a set path as you attempt to aim your daily bundle of mind control at the houses to the left and right before they disappear off the screen. Completing a successful round earns you access to a new level, until you take on the boss in a showdown that's completely out of character with the rest of the game.

As a wholly unnecessary addition, you can perform stunts and tricks on your bike. These are fine in the training arena when you can roam wherever you like, but they're very tricky during the forced-scrolling levels. You generally wind up landing on your head and wiping out, so the stunts really aren't worth the risk involved for the extra few points they offer. But when you look beyond the pointless extras and the funky new Ren & Stimpy graphics, it's still the same old *Paperboy* at heart. If you liked the arcade machine and don't mind putting up with the fact that you'll probably finish the whole thing within a couple of evenings, this is a reasonably competent, but extremely short-lived update.

MARTIN KITTS

INFO BURST

PAPERBOY

FROM:	Midway
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	12 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Dec	TBA

COST: £40

EXTRA! EXTRA!



There are also several bonus games to play when you want a break from the daily grind of smashing windows and running over kids. Collecting three coins in each stage lets you access race games and time challenges, with gold medals and new subscribers up for grabs if you do well enough. Along with the strange boss level, it adds a bit of variety.



pluses & minuses

+
- Fully interactive backgrounds.
- Bonus games.

−
- Way too easy.
- Gets repetitive.
- Gameplay enhancements don't really work.

If you like this...

Snowboard Kids
Atlus
N64/14, 86%
Try the skill mode – it's like a faster version of *Paperboy*.



6 VISUALS
Simple and smooth, with an interesting 1950s cartoon style.

5 SOUNDS
The usual sort of cute, faintly irritating melodies.

5 MASTERY
Competent without ever being remarkable.

5 LIFESPAN
You'll finish Easy Street on your first go. The rest won't take much longer.

VERDICT
If you were fond of the original arcade game, this 64-bit update is good fun while it lasts.

62%

1ST CLASS SERVICE GUARANTEE: ALL MACHINES ARE OFFICIAL UK CONSOLES AND ARE FULLY GUARANTEED BY NINTENDO/SONY FOR ONE YEAR AND WE OFFER FULL AFTER SALES SUPPORT. IF YOUR MACHINE IS FAULTY WE WILL COLLECT IT FROM YOU AND REPLACE IT FREE OF CHARGE.

Prices include FREE DELIVERY within 2 working days.

Plus £1.00 OFF every additional game or accessory brought at the same time as your new N64.

"ALL N64's COME WITH AN OFFICIAL CONTROLLER AND RF LEAD"

GO FOR GOLD Just ADD £2 to any of the packages below if you want a GOLD coloured Official Control Pad instead of a grey on

ORIGINAL GREY N64 CONSOLE ONLY £59.99

N64 & STAR WARS £89.99

GET THE FOLLOWING ITEMS FOR LESS, IF BOUGHT AT SAME TIME AS YOUR N64

MANTARAY CONTROLLER	£10.99
RUMBLE PAK & 1MB MEMORY (NO BATTERIES)	£8.99
1MB MEMORY CARD	£5.99
SCART CABLE OR VHS CABLE	£5.99
N64 CARRYCASE	£9.99
4MB EXPANSION CARD	£22.99
MAD KATZ WHEEL WITH RUMBLE	£32.99



NEW TRANSPARENT N64 CONSOLES £69.99

AVAILABLE IN: YELLOW, GREEN, ORANGE, PURPLE CHARCOAL & BLUE



WIN Donkey Kong 64, Official 4mb Expansion Pak, 2 Atomic Purple Official Controllers, 12" Talking Donkey Kong Plush, Set of 4 Donkey Kong Family Beanies and Donkey & Diddy Keyring.

COMPETITION

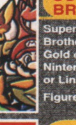
All you have to do is answer the following question:–
Our Company has recently changed its name to Wicked Ware.
What was it called before?
Please send your entries before 30th November 1999 to Donkey Kong Competition, Wicked Ware, 1st Floor Streatfield House, Carterton, Oxford OX18 3XZ
(Answers will be picked at random from correct entries)

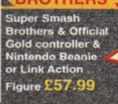


DONKEY KONG 64
Donkey Kong 64 & Official 4mb Expansion Pak £48.99
Donkey Kong 64 & Official Gold controller £57.99
GET £3 OFF ANY OF THE ABOVE if you purchase a Donkey Kong Beanie at the same time.
ONLY £41.99

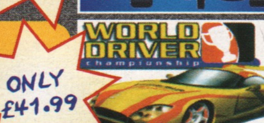


SOUTHPARK RALLY
South Park Rally & Mad Katz Steering Wheel £62.99
ONLY £33.99





SUPER SMASH BROTHERS
Super Smash Brothers & Official Gold controller & Nintendo Beanie or Link Action Figure £57.99
ONLY £41.99



WORLD DRIVER CHAMPIONSHIP
World Driver Championship & Mad Katz Wheel £63.99
ONLY 34.99



SOUTHPARK CHEFS LUV SHACK
South Park Chefs Luv Shack & South Park Vocaliser (WARNING: Adult Language) £38.99
ONLY £34.99





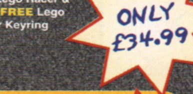
LEGO RACER
Buy Lego Racer & get a FREE Lego Racer Keyring
ONLY £34.99

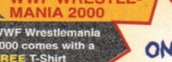


TUROK: RAGEWARS
Turok Rage Wars & Official 4mb Expansion Pak £49.99
Turok Rage Wars & Official Gold controller £49.99
ONLY £33.99









WWF WRESTLEMANIA 2000
WWF Wrestlemania 2000 comes with a FREE T-Shirt
ONLY £34.99

WE SWAP

2ND HAND NINTENDO GAMES FEE FROM ONLY £1.00

OR SWOP 1 SECOND HAND GAME FOR A BRAND NEW GAME - EXCHANGE FEE FROM ONLY £2

ALL SECOND HAND GAMES GUARANTEED FOR THREE MONTHS. PLEASE CALL FOR DETAILS

N64 GAMES

U.K. GAMES

	NEW	S/HD
40 WINKS	£33.99	£29.00
ARMORINES	£33.99	£29.00
1080 SNOWBOARDING	£18.99	£16.00
ALL STAR BASEBALL 2000	£33.99	£29.00
ALL STAR TENNIS	£33.99	£24.00
BANJO KAZOOIE	£22.99	£20.00
BASS HUNTER	£33.99	£30.00
BEETLE ADVENTURE RACING	£33.99	£29.00
BIO FREAKS	£17.99	£15.00
BLASTCORPS	£14.99	£12.00
BODY HARVEST	£9.99	£8.00
CARMAGEDDON	£32.99	£29.00
CASTLEVANIA	£32.99	£29.00
CHAMELION TWIST	£15.99	£12.00
CHOPPER ATTACK	£18.99	£16.00
COMMAND & CONQUER	£37.99	£33.00
DIDDY KONG RACING	£24.99	£21.00
DISNEY'S MAGICAL TETRIS	£32.99	£29.00
DOOM 64	£12.99	£11.00
DUKE NUKEM	£17.99	£14.00
DUKE NUKEM ZERO HOUR	£31.99	£28.00
DESTRUCTION DERBY	£36.99	£32.00
DONKEY KONG 64	£41.99	£33.00
DONKEY KONG 64 & OFF.4mb EXPANSION PAK	£48.99	£42.00
DONKEY KONG 64 & OFF.GOLD CONTROLLER	£57.99	-
Get £3 off any of the above DK games if you buy a Donkey Kong Beanie at the same time.		
EXTREME G	£14.99	£12.00
EXTREME G2	£17.99	£15.00
EUROPEAN PGA GOLF	£32.99	£29.00
F1 WORLD GRAND PRIX	£24.99	£19.00
F1 WORLD GRAND PRIX 2	£33.99	£29.00
FORSAKEN	£10.99	£9.00
F ZERO	£23.99	£21.00
FIFA 64	-	£6.00
FIFA RD TO WORLD CUP 98	-	£12.00
FIFA 99	£33.99	£25.00
GAUNTLET LEGENDS	£33.99	£29.00
GEX	£13.99	£11.00
GEX 3	CALL	CALL
GOLDENEYE & N64 GAMECASE	£21.99	£19.00
GRAND THEFT AUTO	CALL	CALL
GT 64	£19.99	£13.00
HOLY MAGIC CENTURY	£19.99	£16.00
HOT WHEELS TURBO RACING	£33.99	£29.00
HYBRID HEAVEN	£35.99	£30.00
INT.S'STAR SOCCER 98	£24.99	£21.00
JET FORCE GEMINI	£38.99	£33.00
KNOCKOUT KINGS 2000	£33.99	£30.00
LEGO RACERS + FREE KEYCHAIN	£34.99	£30.00
LYLAT WARS	£24.99	£21.00
MARIO GOLF & FREE MARIO CAMERA	£37.99	£30.00
MARIO 64	£23.99	£21.00
MARIO KART	£24.99	£20.00
MARIO PARTY	£34.99	£30.00
MICHAEL OWENS SOCCER	£36.99	£29.00
MICRO MACHINES	£31.99	£27.00
MISCHIEF MAKERS	£16.99	£14.00
MISSION IMPOSSIBLE	£24.99	£16.00
MONACO GRAND PRIX	£33.99	£29.00
MONSTER TRUCK MADNESS	£33.99	£29.00
MYSTICAL NINJA 2	£36.99	£32.00
NASCAR 99	£16.99	£14.00
NBA COURTSIDE	£17.99	£15.00
NBA HANGTIME	£9.99	£8.00
NBA LIVE 99	£14.99	£12.00
NBA LIVE 2000	£33.99	£29.00
NBA JAM 2000	£33.99	£29.00
NEW TETRIS	£33.99	£29.00
NFL QTR BACK CLUB 898	£11.99	£9.00
NFL QTR BACK CLUB 2000	£33.99	£29.00
NHL 99	£14.99	£12.00
NHL BREAKAWAY 99	£12.99	£11.00
NIGHTMARE CREATURES 2	CALL	CALL
NEW TETRIS	£34.99	£30.00
NUCLEAR STRIKE	CALL	CALL
OLYMPIC HOCKEY	£9.99	£8.00
PREMIER MANAGER 99	£32.99	£29.00
QUAKE 2	£27.99	£24.00
RAINBOW SIX	£36.99	£31.00
RALLY MASTERS	£31.99	£28.00
RAYMAN 2	£33.99	£29.00
READY 2 RUMBLE BOXING	£33.99	£29.00
REVOLT	£34.99	£29.00
ROAD RASH 64	CALL	CALL
ROGUE SQUADRON	£37.99	£31.00
RUGRATS:TREASURE HUNT	£32.99	£29.00
SHADOWMAN	£39.99	£34.00
SOUTHPARK CHEFS LUV SHACK	£34.99	£30.00
SOUTHPARK CHEFS LUV SHACK & VOCALISER	£39.99	-
SOUTHPARK RALLY	£33.99	£30.00
SOUTHPARK RALLY & MAD KATZ WHEEL	£62.99	-
SPROCKET	CALL	CALL
SNOWBOARD KIDS	£24.99	£21.00
STARSHOT SPACE CIRCUS	£12.99	£10.00
STAR WARS:RACER	£39.99	£32.00
SUPERCROSS 2000	£32.99	£28.00
SUPERMAN	£32.99	£28.00
SUPER SMASH BROTHERS & any Nintendo beanie or Link Action Figure	£41.99	£35.00
SUPER SMASH BROTHERS & OFF. GOLD CONTROLLER & any Nintendo beanie or Link action Figure	£57.99	-
TARZAN	CALL	CALL
TETRISPHERE	£13.99	£10.00
TONIC TROUBLE	£33.99	£29.00
TOP GEAR RALLY	£17.99	£15.00
TOP GEAR OVERDRIVE	£17.99	£15.00
TUROK 2	£19.99	£15.00
TUROK:RAGE WARS	£33.99	£29.00
TUROK RAGE WARS & OFF.4mb EXPANSION PAK	£49.99	-
TUROK RAGE WARS & OFFICIAL GOLD PAD	£49.99	-
VIGILANTE 8 : 2ND OFFENSE	£33.99	£29.00
VIRTUAL CHESS	£22.99	£19.00
V RALLY	£15.99	£12.00
WAYNE GRETSKY	£11.99	£9.00
WIPEOUT 64	£23.99	£20.00
WCW MAYHEM & FREE N64 T-SHIRT	£33.99	£29.00
WCW VS NWO	£14.99	£12.00
WCW VS NWO REVENGE	£19.99	£17.00
WORLD CUP 98	-	£12.00
WORLD DRIVER CHAMPIONSHIP	£34.99	£30.00
WORLD DRIVER CHAMPIONSHIP & MAD KATZ WHEEL	£63.99	-
WORM ARMEGEDDON	CALL	CALL
WWF ATTITUDE	£41.99	£34.00
WWF WARZONE	£32.99	£17.00
WWF WRESTLEMANIA 2000	£36.99	£31.00
YOSHIS STORY	£32.99	£29.00
ZELDA	£27.99	£24.00

US GAMES

	NEW	S/HD
DIE HARD 64	£52.99	£39.00
DOOM	-	£6.00
FIFA RD TO WORLD CUP 98	-	£6.00
GRAND THEFT AUTO	£52.99	£39.00
HARVEST MOON	-	£39.00
MISSION IMPOSSIBLE	-	£9.00
QUAKE	-	£6.00
READY TO RUMBLE	£52.99	£39.00
RESIDENT EVIL 2	£52.99	£39.00
SUPERMAN	£29.99	£24.00
TOY STORY 2	£52.99	£39.00
TUROK RAGE WARS	-	£39.00
WCW MAYHEM	£52.99	£39.00
WINBACK	£52.99	£39.00
WWF ATTITUDE	£49.99	£39.00
WWF WRESTLEMANIA	£52.99	£39.99
XENA : WARRIOR PRINCESS	£52.99	£39.00

• N64 WHEELS

ASK ABOUT OUR EXTENDED WARRANTIES



ULTRA RACER
Revolutionary mini hand-held steering wheel. Great control - £22.99

MAD KATZ WHEEL
WITH PEDALS. True analogue steering, accelerator and brake. Memory card slot with built-in rumble facility - £32.99

TOP DRIVE WHEEL
With programmable stick shift and racing pedals. Rumble Pak compatible. Works on N64, PSX & Saturn - £45.99
Top Drive 2 - £39.99 N64 ONLY
Top Drive Plus (Rumble) Wheel - £54.99

VIX DRIVING SEAT
VIX Driving seat, Quality Steel Frame, Compatible with most PSX & N64 Steering Wheels & Foot Pedals.
THE REAL DRIVING EXPERIENCE ONLY - £69.99

• N64 RUMBLE PAKS

OFFICIAL RUMBLE PAK
The Rumble Pak shakes your controller during the game play so you can feel hits, speed boosts and other sims - only £14.99
Rumble Pak 3rd Party - £7.99
Rumble Pak (no batteries required) - £9.99

RUMBLE PAK & MEM CARD
with built in 256k Memory Card - £7.99
with 256k Memory Card (no batteries required) - £8.99
with built in 1MB Memory Card - £8.99
with 1MB Memory Card (no batteries required) - £9.99
with 1MB Memory Card (Glows in dark) - £13.99

DESIGNS MAY VARY

SHOCKWAVE
Unique SHOCK SENSOR adds force feed-back to ALL GAMES. Built in 1MB Memory Card - only £19.99

INTERACTOR
FEEL THE FORCE. This Backpack enables you to experience the blows, kicks and explosions. N64 & PSX Compatible - only £19.99

• CABLES AND CARDS

DATEL ACTION REPLAY PRO - £29.99

PAIR OF EXTENSION CABLES	£9.99
RF CABLE	£13.99
SCART CABLE - Improves picture & sound quality.	£8.99
SCART LEAD WITH STEREO AUDIO	£9.99
STEREO AV CABLE - 3 phono plugs with scart adapter	£9.99
S-VHS CABLE - Gives better quality than scart cable but requires SVHS compatable TV or Video	£6.99
DATEL 4MB EXPANSION PAK	£18.99
OFFICIAL MEMORY CARD	£14.99
256K MEMORY CARD	£6.99
1MB MEMORY CARD	£8.99
4MB MEMORY CARD	£14.99
8MB MEMORY CARD	£18.99
EXPLORER CHEAT CARD	£25.99
OFFICIAL 4MB EXPANSION PAK - Enables you to view in high-res mode giving clearer sharper images.	£23.99

• CONTROLLERS

ASK ABOUT OUR EXTENDED WARRANTIES

COLOURED CONTROLLERS
Official Coloured N64 Controllers in blue, green, red, black and yellow only £17.99 or £16.99 *each for 2 or more*
NOW IN ATOMIC PURPLE





"Official Gold Controllers £19.99 each while stocks last"

MANTARAY
Clearly superior controllers. Features 'slow motion' and 'turbo' available in grey, clear, red, clear blue and clear black - £12.99

• N64 MISCELLANEOUS

STICKER KITS
Covers your N64 and Controller - Available in Gold, Silver, Carbon, Glow in the dark and Caution Radioactive - £4.99 *also available on PSX.*

GAMEBOY BOOSTER
Play all Gameboy games on your N64 in full size, in colour and with full stereo sound support - £34.99 Get £2 off if bought at the same time as any game.

ACTION REPLAY PRO	£29.99
EXPLORER CHEAT CARD	£25.99
CARRY CASE	£12.99
N64 GAME CASES (pack of three)	£6.99
N64 PASSPORT - Uses a code system to enable you to play most games for any territory on any N64 system	£24.99
MOUSE MATS - Choose from Waverace, Mario, Mario Kart, N64 logo and Bowser	£5.99
WRIST RESTS	£6.99
CASTLEVANIA 64 PLAYERS GUIDE	£10.99
MARIO KART PLAYERS GUIDE	£6.99
SOUTH PARK PLAYERS GUIDE	£9.99
QUAKE PLAYERS GUIDE	£4.99
TUROK 2 PLAYERS GUIDE	£4.99
YOSHIS STORY PLAYERS GUIDE	£6.99
ZELDA PLAYERS GUIDE	£9.99
WWF PLAYERS GUIDE	£9.99

PRICES ARE SUBJECT TO CHANGE. PLEASE THEREFORE PHONE TO CONFIRM CURRENT PRICES

PREVIOUSLY IN N64 We previewed *Luv Shack* in **N64**/31, friends. And boy, oh boy, it was real sweet then, too.

PAK MAN
If you've got an expansion pak lying around, you'll be pleased to know that it makes absolutely no difference to *Luv Shack whatsoever*. In fact, we're not even sure if the game detects an expansion pak when you've got one in your N64. Certainly there's no evidence of that extra 4Mb visually and, unlike this month's *DK64*, *Luv Shack* isn't exactly throwing masses of real-time lighting around. Still, graphics were never going to be the game's strength...





△ The old 'American' problem crops up again. What's a Butterfinger?

△ Chef's busy hands swap these cans – you've got to keep an eye on yours.

△ Choose your character from the four favourites. It doesn't really matter which one you go for.

◁ You can play between two and eight rounds. The big eight is called 'Hot and Heavy'. Craaazy.

◁ Pie eating magic! (Er, we cheated a bit here. Stuck the pad on autofire.)

SOUTH PARK CHEF'S LUV

Anal probes, farts, talking crud and asses in space. So, plenty of poo, then...



INFO BURST

SOUTH PARK CHEF'S LUV SHACK

FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Dec	Dec	No

COST: £40

After the crushing disappointment of the idea-free *South Park* – a flat and ugly shoot-'em-up using the *Turok* engine – the relatively simple *Chef's Luv Shack* comes as something of a surprise. It doesn't try anything special visually – in fact it doesn't try anything special *full stop* – it outright copies *Mario Party*'s mini-games, and it only includes about eight characters from the show. But in all departments, it's far better than *South Park*.

Perhaps because it does things a whoooole lot simpler, or perhaps because it somehow remains truer to the original show, *Chef's Luv Shack* is a bit of a winner (and, from what we've seen this issue, better than the intriguingly good, but overly complicated *South Park Rally* too) – and the best thing about it is, it takes just two seconds to get the hang of.

It's got Wheel of Fortune, it's got Jeopardy, it's got *Mario Party*, it's got South Park and most importantly, it's got a barrel-load of spicy swearing. But the question is, is it really worth 40 quid?



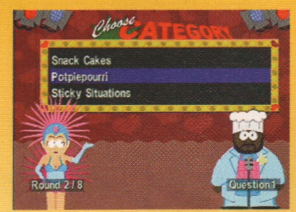
△ Kyle plays Double Down and bets the whole 2000.

◁ It's Mr Hankey (just at the bottom of the $ sign, there). How-de-ho!

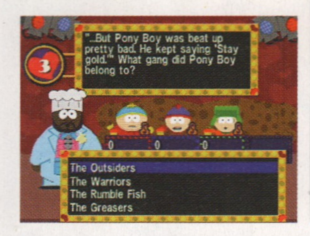
Gimme some luvin'

It's astonishingly simple to get the hang of. But you'll need to have your thinking caps firmly in place...

Questions



Answering questions, especially in multiplayer, is all about being first on the buzzer. Brain-teasers range from general knowledge (sport, history, pop, that sort of thing) to South Park questions and questions that aren't even really questions like 'Hey, hey, NRA, this amendment makes our day!' There are some pretty tricky ones in there, but you'll stand a chance if you've been studying episodes of Mastermind hard enough.

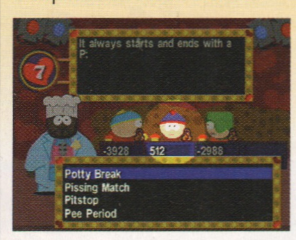


Double Down

Double Down is like Double Jeopardy, or that bit before the ad break in Catchphrase. You can gamble your money on getting the question right – but you don't actually get to see



the question before you choose. If you lose, it's minus points time, but for some inexplicable reason Double



Down questions tend to be easier than normal ones. Example: 'If the Brits are Limeys and the French are Frogs, what are the Germans?' Tasteful.

Wheel Of Fortuitousness



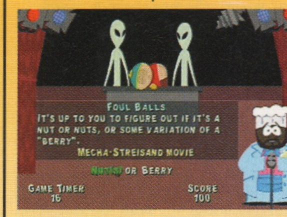
In a ker-razy twist on Wheel of Fortune, your character must tap A to get the wheel going round as quickly as possible. Annoyingly, *Luv Shack*'s spinny



prize wheel actually has more segments given over to losing your points than anything else so, a lot of the time, you end up doing yourself more damage than good. But, strangely, the faster you spin the wheel, the less you seem to suffer, so it's really just a case of going A button mental.

Pressure Round

Ingenious, this, although it doesn't pop up very often. Basically, you're given a choice of two possible



answers, say, Hairy and Harry, and during a tense 30 seconds, have ten questions fired at you, with each answer being either Hairy or Harry – you simply have to choose the right one. So, if 'Dirty...' is the question, 'Harry' is the answer. If you get over seven, the unfortunate Cartman gets a spot of anal probing (and fart noises ensue).



THEME LARK

Chef's theme tune – entitled 'Simultaneous Luvin' – is absolutely fantastic. We simply can't get enough of it in the office, playing it whenever there's a lull in conversation (it's a bit of a pain having to get up, walk across to the TV, switch on the N64 and play the song, all because Andrea needs 'happying' up, but still...). Whenever there's an uncomfortable silence, perhaps during that post-turkey period on Christmas Day, give it a go! Er, but preferably not in front of your Mum, as the lyrics are a bit, y'know, racy for her fortysomething ears.







SHACK



GO! GO!

MR YANKIE

Luv Shack could definitely have benefited from a spot of localisation this side of the big ol' pond, as us British have absolutely *no* hope of getting over a quarter of the questions. American history, American culture, American chocolate bars, American bleedin' football; too many of the questions rely too heavily on you being American. So, expect to lose plenty of points when those yawnsome Superbowl questions pop up for the umpteenth time. Tsch.

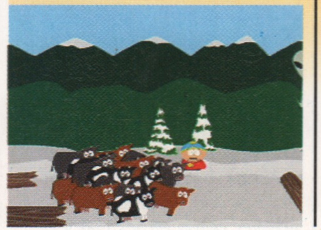


Respect my Authoritah!

You can play up to eight rounds in *Luv Shack*, and each round is broken down into three sets of questions, *plus* – the best bit – a sub-game, randomly chosen by the CPU…

STAMPEDE

One of the hardest mini games, this. Outrun the cows by furiously tapping A, and make sure you leap the logs too by jabbing at B. Hit the logs and it's tumble time.



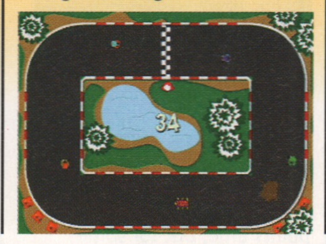
BEES AT THE PICNIC

A simplified *Galaxians* clone – if that's possible – with bees and birds swooping in as the crazy foursome have a picnic. Definitely works better with less people.



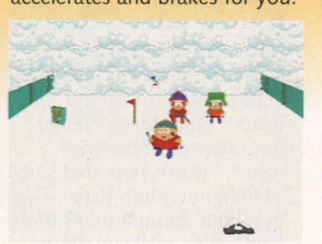
GO KARTS

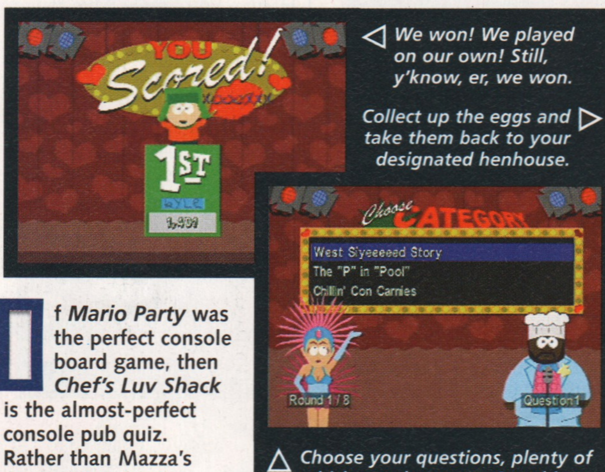
Neat *Super Sprint* rip-off, always with four racers, with Cheesy Poofs dotted about for extra points and a single 'speed strip' to shoot you along the straights.



AVALANCHE

Outrun the avalanche and stay between the flags for a whole bundle of points. There are more Cheesy Poofs to collect, and pressing up and down accelerates and brakes for you.

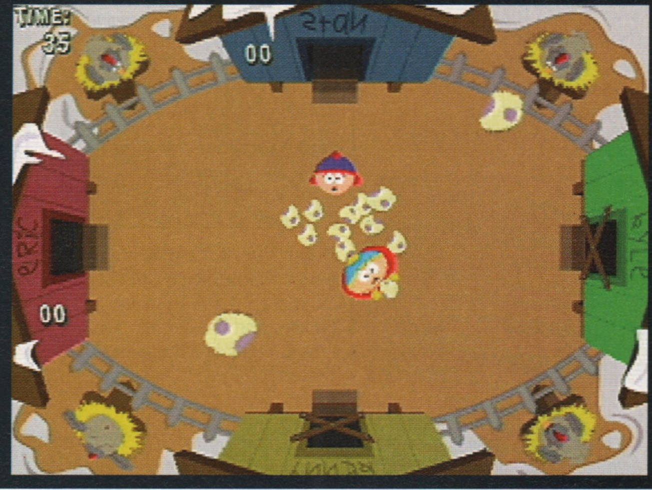




◁ *We won! We played on our own! Still, y'know, er, we won.*

Collect up the eggs and take them back to your designated henhouse. ▷

△ *Choose your questions, plenty of which are about poo. Scorching.*



If *Mario Party* was the perfect console board game, then *Chef's Luv Shack* is the almost-perfect console pub quiz. Rather than Mazza's dice-rolling, family affair, *Luv Shack* prefers a first-on-the-buzzers quiz show with a dash of general knowledge and plenty of swearing for when the action lags. What the two games *do* have in common, though, are their mini games and, like *Mazza Party*, it's *this* part of *Luv Shack* that works best.

Compared to the 56 that Hudson and Nintendo managed to squeeze into *Mario Party, Luv Shack*'s paltry 22 mini games look a bit lazy by comparison. Certainly, it's not long into the game before you're playing the same sub-games again. However, unlike Mazza's slightly more creative way of doing things, a lot of *Luv Shack*'s mini games are self-contained challenges in their own right, using age-old retro favourites as templates, and then tweaking them slightly. There's the knee-knockingly tricky Asses in Space, a fantastic *Asteroids* clone with fart gags, Bad Kitty, a *Donkey Kong* take-off, the *Galaxians*-a-like Bees at the Picnic, Scuzzlebutt, which is a bit like one of the old Game and Watches, and Pizza Delivery, a *Paperboy*-style bike ride. Mention should also go to Mr Mackey's chucklesome Spank the Monkey, where you have to follow his lead as he spanks one of his monkey's four butts. Top.

Undoubtedly, these provide the real meat of the game, though some are as short as 30 seconds, while the three rounds of questions that precede the mini games – whilst often hilariously funny – are really just a run-up to a top grade burst of frantic button-jabbing.

Even so, developers Acclaim-Austin deserve a hearty slap on the back for the sheer amount of questions they've managed to cram in. Apparently there are a staggering 800, and although that doesn't stop *some* repetition kicking in at around the two or three-hour mark, there's an enormous amount of variety. The fact that they're also split into three distinct strands – serious, South Park and completely surreal – means there's also an edge to the game, as you're never sure what to expect, *except* that you'll very rarely have to answer the same question twice. Slightly odd, though, is the fact that the questions are divided into about 20 categories, and the category headings have absolutely no bearing on the *questions at all*. It's not a major criticism by any stretch, but it's bizarre all the same: the category 'Aliens, Asses and Anal Probes', for example, could easily be general knowledge.

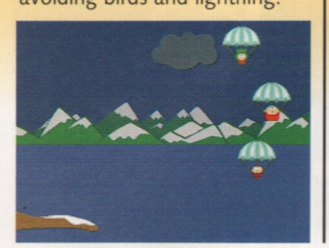
MASTERY *Many of Luv Shack's mini games are self-contained challenges in their own right, using age-old retro games as templates.*

If there's a serious problem with *Luv Shack*, it's that you might be finished with it a bit quicker than you would have liked. The mini games are almost universally brilliant, and generally offer far more of a challenge than *Mario Party*'s, but they're not as clever and, worst of all, there's only half as many as in Nintendo's game. The 22 on offer are great while they last, but it won't be long before you're trudging over the same old ground. And, because the mini games are picked at random by the CPU, you often end up playing the same games over and over, while others –

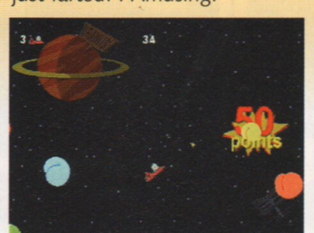




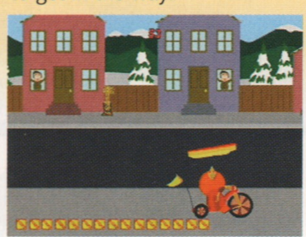
PARACHUTE JUMP
Jump from Jimbo and Ned's plane and blow into your own parachute by tapping A. Simple for the first quarter, then you have to start avoiding birds and lightning.



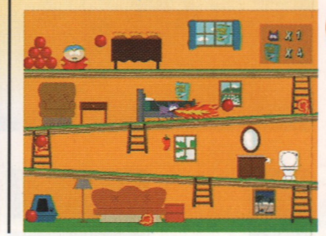
ASSES IN SPACE
Terrance and Phillip's very own *Asteroids* clone where, erm, asses mean prizes. Accompanied by shouts of 'What a ripper!' and 'I think I just farted!'. Amusing.



PIZZA DELIVERY
Paperboy-style pizza-lobbing, with your character having to cycle down the street and toss pizza boxes at South Park residents. Barbrady's car tries to get in the way.



BAD KITTY
Ace *Donkey Kong* take-off where you have to guide Cartman's cat past falling dodge balls and chilli peppers. Cheesy Poofs – once again – mean extra points at the end.



△ The Super Sprint-like Go Karts. And with Cheesy Poofs dotted about, you can also score plenty of extra points.

Buckeroo and Chickenlover in our case – will hardly appear.

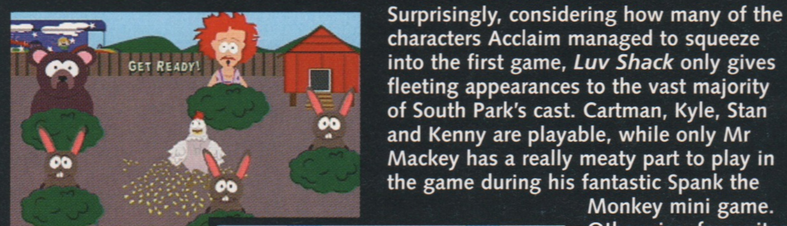
Kind of tied into this is the problem of having to buzz in when questions are being read. It's a fairly simple process in single or two-player games, but when there's a proper multiplayer game underway – and four of you trying to nab the points – too often you're just reduced to buzzing in as early as possible, even before the question has been fully read out, and certainly before you know the answer. Additionally, many of the mini games become just a little too cluttered when there're four of you, and a couple of them – Bees at the Picnic especially – are so obviously one-player games with three other characters shoehorned in.

Conversely, when you're playing *Luv Shack* in one-player, no other CPU characters play with you, so *it's just you on your own*. It would have been nice to have at least one of the other kids alongside you, just to add a little extra spice during fidgety rounds of buzzing.

But, even with these problems chalked up, *Luv Shack* will still make a top grade Chrimbo pressie. It's a triumph of simplicity and design, and offers a significantly different playing experience to *Mario Party*. In fact, it's the perfect companion piece to Nintendo's game and, as a bonus, has a fabulous South Park 'feel'. As Cartman might say, this kicks ass.

TIM WEAVER

Look who it isn't

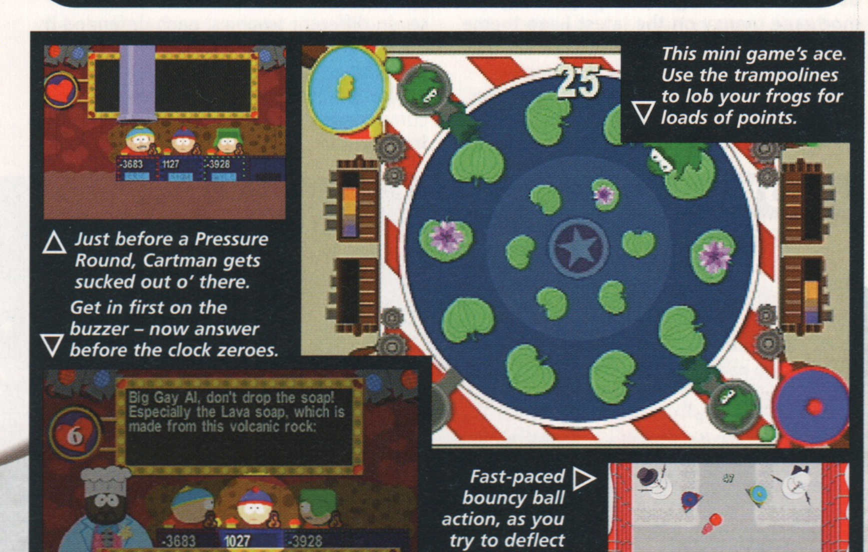


△ Chickenlover pops up, 'doing things' to his chickens while he's at it.



Jimbo starts off the Avalanche mini game with a bang. Top draw. ▷

Surprisingly, considering how many of the characters Acclaim managed to squeeze into the first game, *Luv Shack* only gives fleeting appearances to the vast majority of South Park's cast. Cartman, Kyle, Stan and Kenny are playable, while only Mr Mackey has a really meaty part to play in the game during his fantastic Spank the Monkey mini game. Otherwise, favourites like Terrance and Phillip, Jimbo and Ned, Cartman's mum and Barbrady appear then disappear, although T & P *do* contribute some brilliant soundbites to their *Asteroids*-style shooter.



△ Just before a Pressure Round, Cartman gets sucked out o' there.

▽ Get in first on the buzzer – now answer before the clock zeroes.

This mini game's ace. Use the trampolines to lob your frogs for loads of points. ▽

Fast-paced bouncy ball action, as you try to deflect the dodge ball and destroy the other snowmen. ▷

pluses and minuses

+
- Brilliant mini games.
- 800 different questions.
- Fantastic sampled speech.
- Genuinely amusing.
- Fart gags.

–
- Not enough to it.
- Flawed multiplayer buzzing.
- Lonely one-player.

If you like this...

Mario Party
Nintendo
N64/27, 85%
Better, but less funny, Mazza-led Nintendo board game. Ace.



5 VISUALS
Flat and talent-free. So, perfectly representative of the TV show.

9 SOUNDS
Tonnes of sampled speech, and a musical scale of fart noises.

7 MASTERY
Some top notch ideas well used, but technically it's a walk in the park for the N64.

7 LIFESPAN
Not enough mini games, but plenty of questions, and a flawed but fun multiplayer.

VERDICT
Terrific fun and cleverly simple, *Chef's Luv Shack* takes all the best bits from South Park and creates a fantastically amusing quiz show.

83%

pluses & minuses

+
- You can build your own cars.
- Weapon upgrades.
- Looks cute.

–
- Iffy handling.
- Frustrating opponents.
- No four-player mode.

If you like this...

Penny Racers
T•HQ
N64/25, 58%
Slow and dull, but the only other racer with a customisation mode.



7 VISUALS
It looks like Lego, that's for sure.

6 SOUNDS
A few tinkly tunes and squeaky voices.

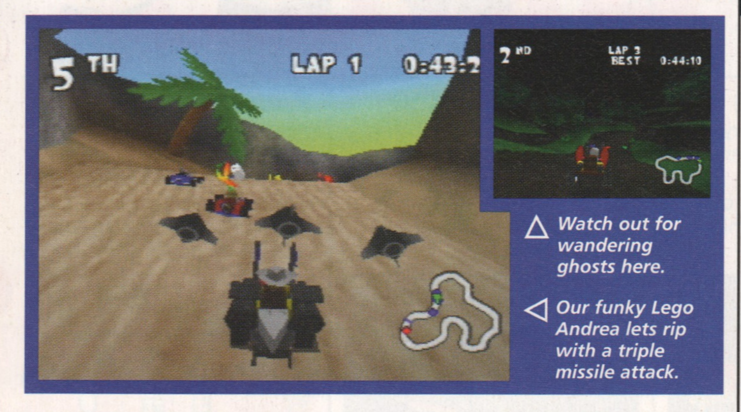
6 MASTERY
The car design feature is brilliant. The handling isn't.

7 LIFESPAN
You'll want to win all the different Lego sets on offer.

VERDICT
An above average karting clone with some highly original ideas. It's no *Mario Kart*, but it's fun all the same.

70%

PREVIOUSLY IN N64 We previewed *Lego Racers* way, way back in issue 28.



△ Watch out for wandering ghosts here.

◁ Our funky Lego Andrea lets rip with a triple missile attack.

TOY BOX

The best bit of *Lego Racers* is the car construction kit. All you have to do is choose a basic chassis and add extra bricks from the Lego kits you've earned. The parts influence the speed and balance of your vehicle, and you can even select the driving license photo pose for your customised driver. Excellent.

LEGO RACERS

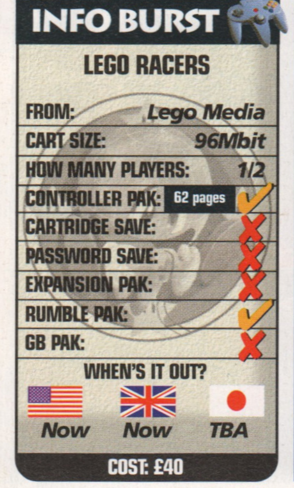
Drive that chunky dream car.

Making customised spaceships and vehicles is one of those childhood pleasures that everyone wishes they didn't have to grow out of. Luckily, for those of us who can no longer justify spending the mortgage money on the latest Lego theme set, *Lego Racers* includes enough knobbly plastic bricks to satisfy any building nostalgia as well as enough racing action to appeal to all those who're fortunate enough to still own a Lego set or two.

This is a driving game in the familiar *Mario Kart* style which also gives you the ability to race your own customised cars. You can make them as outlandish as you like, using a good selection of basic parts, and you can enter them in a series of seven different trophies, each defended by a Lego boss character. If you defeat them you'll be able to cannibalise their cars for choice bits, enabling you to remodel your current vehicle or just build a new one from scratch.

The Lego theme extends to the weapons you pick up on the tracks, which can be powered up by collecting extra white blocks. For example, if you get a speed booster, you can use it straight away to gain a limited advantage or hold on to it until you get a couple, in which case it turns your car into a rocket-powered flying machine. Unfortunately the actual gameplay isn't quite up to the standard the concept deserves. The handling is twitchy and imprecise, so it's annoyingly difficult to adjust your line to grab the right power-up, and the results of the three-lap races are usually determined at the start. If you mistime your turbo, it's often impossible to catch the leader – you can race like Schumacher, but you'll finish third or fourth, with the race winner almost a full lap ahead. But if you can put up with these shortcomings, *Lego Racers* is actually pretty good, and the create-a-car feature makes it a unique racer.

MARTIN KITTS



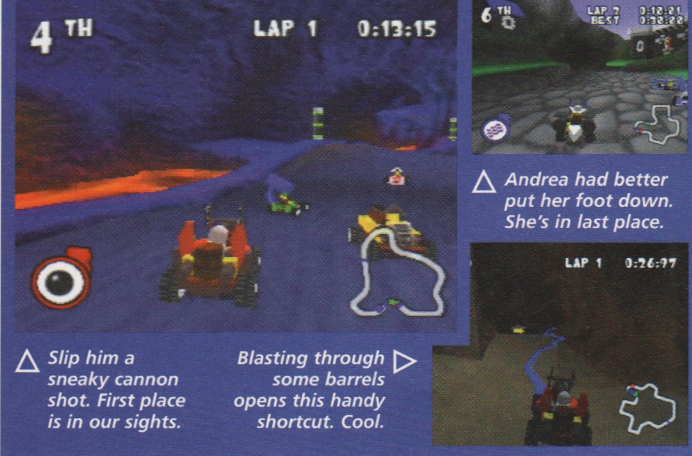
INFO BURST

LEGO RACERS

FROM:	Lego Media
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 62 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?
US: Now | UK: Now | Japan: TBA

COST: £40



△ Andrea had better put her foot down. She's in last place.

△ Slip him a sneaky cannon shot. First place is in our sights.

Blasting through some barrels opens this handy shortcut. Cool. ▷

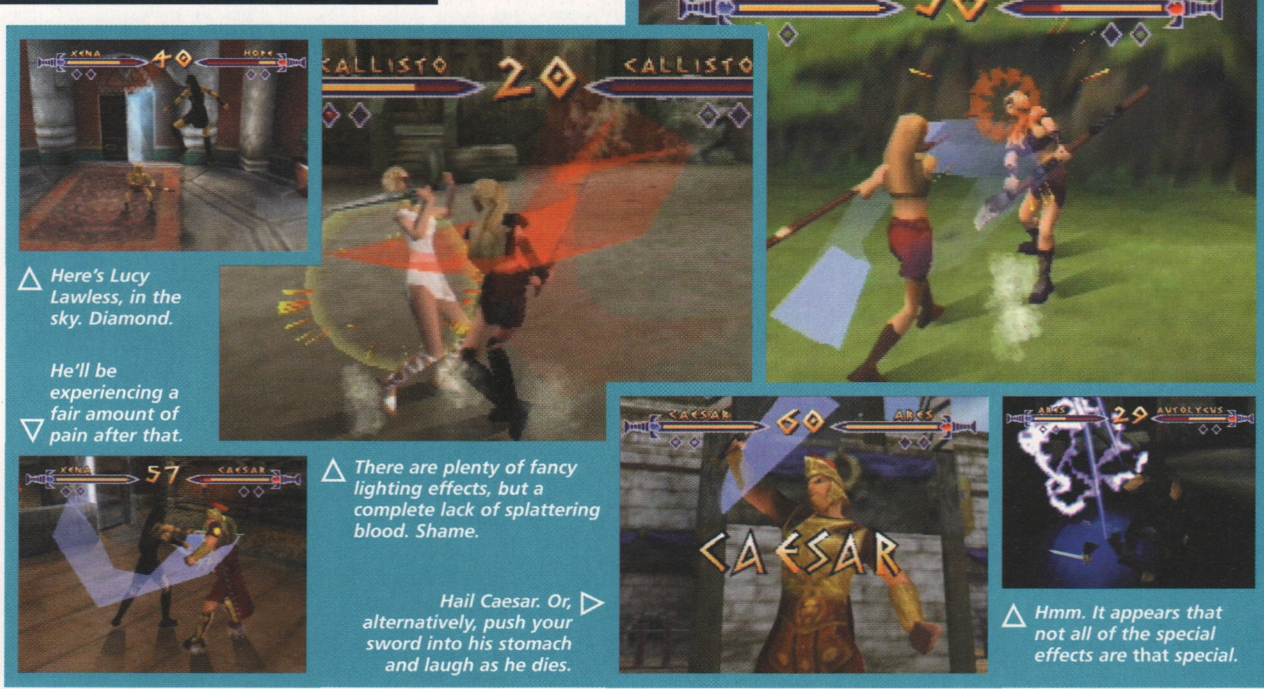


PREVIOUSLY IN N64 We had a good look at *Talisman of Fate* in **N64**/35's previews.

TRAIN HASSLE

The training mode in *Talisman of Fate* isn't up to much. It does the bare minimum – a dumb computer opponent and free reign to duff him up – but there's only three different types of AI to choose from (standing, defending and full-on scrapping, and there's no list of moves to call upon or practice from. Still, at least Titus have bothered to put a training mode in their game – Acclaim, are you listening?





△ Here's Lucy Lawless, in the sky. Diamond.

He'll be experiencing a fair amount of pain after that. ▽

△ There are plenty of fancy lighting effects, but a complete lack of splattering blood. Shame.

Hail Caesar. Or, alternatively, push your sword into his stomach and laugh as he dies. ▷

△ Hmm. It appears that not all of the special effects are that special.

XENA WARRI
TALISMAN OF FATE



Tell me, have you Xena?

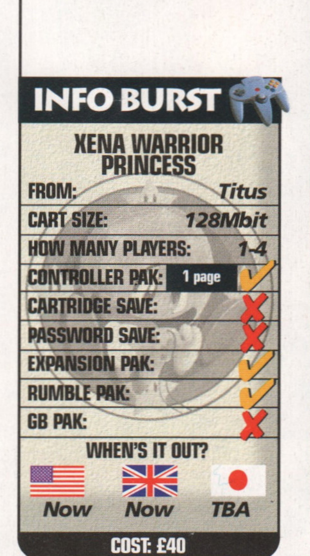


◁ The camera has a few problems in multiplayer, making everything very wee.

Joxer's as 'hilariously' bumbling in the game as he is in the TV show. ▽

△ The large arenas lend themselves well to sparkly projectile moves.

"You want us to do what? Take that, you bounder." ▷



INFO BURST

XENA WARRIOR PRINCESS

FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40



FIGHTING TALK

The best of *Xena*'s easily pulled off 'specials', which allow you to get the better of your opponent. Every. Single. Time.

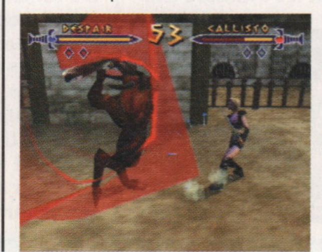
ARES' CIRCLE OF FIRE

This special is pitifully straightforward to achieve: just tap the right kick and right punch buttons together and your opponent will be caught in a burnin' ring of fire. And it burns, burns, burns.



CAESAR'S CROWD QUAKE

The most criminally unfair move in the entire history of fighting games. Press right kick and right punch together and any fighters in the vicinity will immediately fall to the floor. Hmph.



XENA'S MAD KICKING

A real crowd-pleaser, this. Push away and forward on the stick, then press right kick for a painful (and physically improbable) mid-air leg-stabbing action. Your enemy's face will never be the same.



DESPAIR'S FIRE BOULDER

Just one of this giant demon's 'ass-kicking' specialities. Back, toward and left punch will bring an elephant-sized slab of granite crashing down on your opposite number's bonce. Rockin'.



DESPAIR PART

We're not sure why this big, red demon should be called 'Despair', as his huge sword allows him to come away smiling from almost every fight. A few taps of Left-C gets him swinging his blade, while pretty red trails dance their way under, over and through the victim. Thanks to the sheer power and speed of his weapon, Despair isn't a great choice in multiplayer, unless you're a fan of grossly unfair, one-sided fights.





OR PRINCESS

The history of games based on TV shows isn't particularly illustrious. *South Park*, by default, is the best of the bunch, but otherwise you're looking at a list that includes such horrors as *Jeopardy, Wheel of Fortune* and *Superman*. So, it's a pleasant surprise to find that *Xena: The Talisman of Fate* is actually rather good – and a relief to see the N64's catalogue of worthy beat-'em-ups expanding to a decent size at last.

Aside from a hastily cobbled-together plot, the *Talisman of Fate* sticks doggedly to its money-spinning license. The characters are all regulars from the show, the arenas feature the surreal mix of Roman and Greek architecture that typifies the series, and the assorted screams and grunts are convincingly authentic – the best scream is Xena's own tongue-wobbling trill as she pummels her enemies in the face with a multi-kick combo. It's a shame the voices aren't those of the actual Xena cast, but then Titus' wallet probably only extends to so much.

SOUNDS *The best scream is Xena's own tongue-wobbling trill as she pummels her enemies in the face...*

The fighting itself is in the style of that old kick-punching chestnut, *Mortal Kombat*, with a high moves-per-minute count and an emphasis on button-hammering, effects-laden combos. It's *very* fast – real pain will spread through your fingers as they frantically tap at the pad, but it's the only way to even *approach* winning a fight. Thankfully, the control layout is intuitive enough to suit the pace – the D-pad or the analogue can be used, and having crouch and jump on Z and R is especially useful, making it easy to switch from normal body blows to leg sweeps and head pummels.

Wide-ranging moves, though, aren't *Talisman of Fate*'s 'thing'. Disregard the 20-or-so standard abilities and you're left with a maximum of ten moves and six combos per character, most of which are indistinguishable from one another. It doesn't greatly affect the fighting – the sheer speed means you'll often have difficulty pulling off even *three* different moves from your overworked brain – but if you're looking for combo lists that stretch to multiple screens, or moves that vary wildly from sword slashes and leaping kicks, you'll be disappointed.

Still, the small number of moves actually benefits the fighting, making them surprisingly tactical. It's possible to create devastating custom combos by stringing moves together, breaking through your opponent's defences by alternating between head, chest and leg blows, or timing projectile attacks to catch them when they haven't got the time or space

△ *The move has paid off, but Velasca has unfortunately dislocated her leg in the process.*

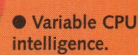
◁ *"There ain't room in this Hell for the both of us," says Despair No. 1.*

GO! GO!

pluses & minuses



- Fast, tactical fighting.
- Intuitive controls.
- Enjoyable multiplayer.



- Variable CPU intelligence.
- Over in 15 minutes.
- Four-player is a bit of a mess.

If you like this...

Mortal Kombat 4
GT
N64/20, 84%
Speedy and supremely violent beat-'em-up.



7 VISUALS
A little bland, but fast, especially with the expansion pak's help.

8 SOUNDS
Plenty of sampled screams and grunts, plus the bassiest sound effects in the world.

7 MASTERY
A run-of-the-mill fighting game, but you don't see many with 3D arenas.



7 LIFESPAN
Fifteen minutes for one player, considerably longer for two or more.

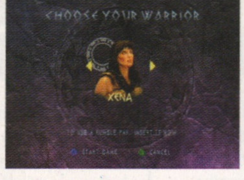
VERDICT
There are more comprehensive beat-'em-ups out there, but *Xena* offers fast, frantic fighting. Recommended.

81%

THE PRINCESS GUIDE

Xena's menu of delights.

STORY



The traditional round of one-player fights, with a penultimate round against your own character, and a final showdown battle with a suitably imposing boss (in this case, the lovely Despair). As you progress, the opponents you meet aren't necessarily any more intelligent, though – they're just more resistant to your attacks. Win the final bout and a cheat code is yours.

VERSUS



A battle mode for up to four players, where it's everybody for themselves in an arena of your choosing. When you're fighting with more than two players, pressing A will switch your character's attention to another opponent (in the best wrestling tradition), but it's awkward and unwieldy, and, criminally, you *won't* automatically face a fighter who has just punched you in the back.



ROSTER

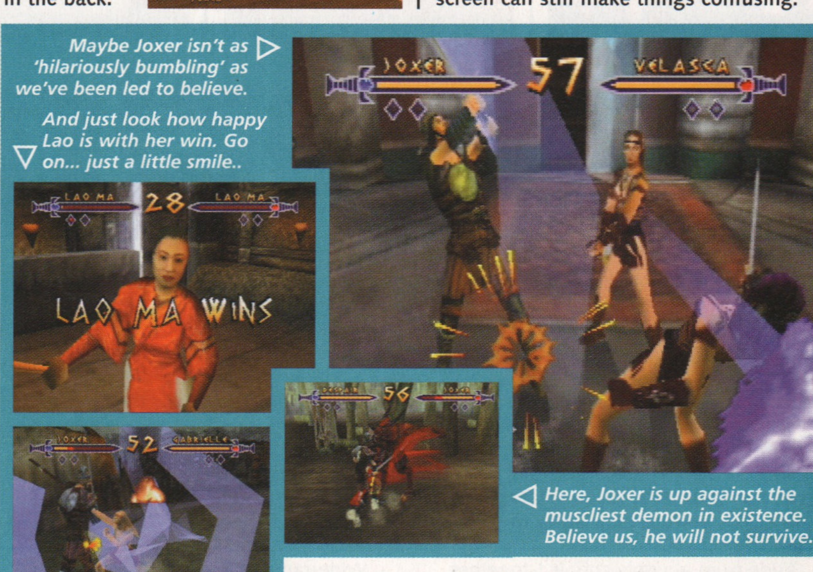
This is similar to the Versus mode, but each player has a 'roster' of up to four characters which they can call on during the combat. There's also the opportunity to incorporate computer-controlled players in your own team, and even form teams with other players. To take away some of the mayhem, coloured arrows point out who's on whose side. Even so, the sheer amount of stuff happening on-screen can still make things confusing.

to dodge. The large, free-roaming 3D environments are gimmicky (characters automatically face each other, effectively making for 2D fights), but they give more room to manoeuvre, and avoid the claustrophobic feel of traditional, two-dimensional arenas.

If anything threatens to ruin the well-balanced fighting, though, it's the computer opponents. The age-old problem of 'repeated move wins every time' rears it ugly head, and lazy programming means that as soon as you're a certain distance away, the CPU opponents will whip out their projectile attack and repeat it, over and over again. Even worse, pulling out their weapon means they're fatally exposed for a second, so it's easy to sneak up and smack them as they go through their repetitive missile-throwing routine.

Otherwise, the computer opponents are surprisingly tough, deflecting whole barrages of moves time and again. But, like most beat-'em-ups, they cease to matter once you've completed the one-player game – which, in Xena's case, will take all of 15 minutes. Unless you're excited by the prospect of two *slightly* different lines of text for every character you complete the game with, you only need to play once through to see everything – and unlock Despair, a horned devil who can polish off any other character without raising a finger. There's little incentive to go back.

Which leaves Xena in the hands of its multiplayer, which, thanks to the balanced fighting, finely-tuned controls and smooth graphics, works a treat.



Maybe Joxer isn't as 'hilariously bumbling' as we've been led to believe.

And just look how happy Lao is with her win. Go on... just a little smile..

Here, Joxer is up against the muscliest demon in existence. Believe us, he will not survive.

Human opponents are much tougher to beat than their CPU counterparts – mainly because a friend will immediately find ways to dodge your repertoire of computer-thrashing combos – and the limited moves make for fights where real skill is needed to find chinks in your opponent's armour. The wealth of bass-heavy crunching sound effects also helps to make bouts satisfyingly meaty.

LIFESPAN *You only need to play once to see everything and there's little incentive to go back.*

Four-player games are a mess, though, making *Super Smash Bros* the only serious option for quadruple fighting fun. The camera can't keep still, the arenas are really too small for four people to run around in at the same time, and it's annoying to have almost every single move interrupted by someone nearby. This is also where the game cries out for colour-coded contact explosions – you're never sure who's on the receiving end of the punches and kicks, and, subsequently, it's often a surprise to see your character fall to the floor.

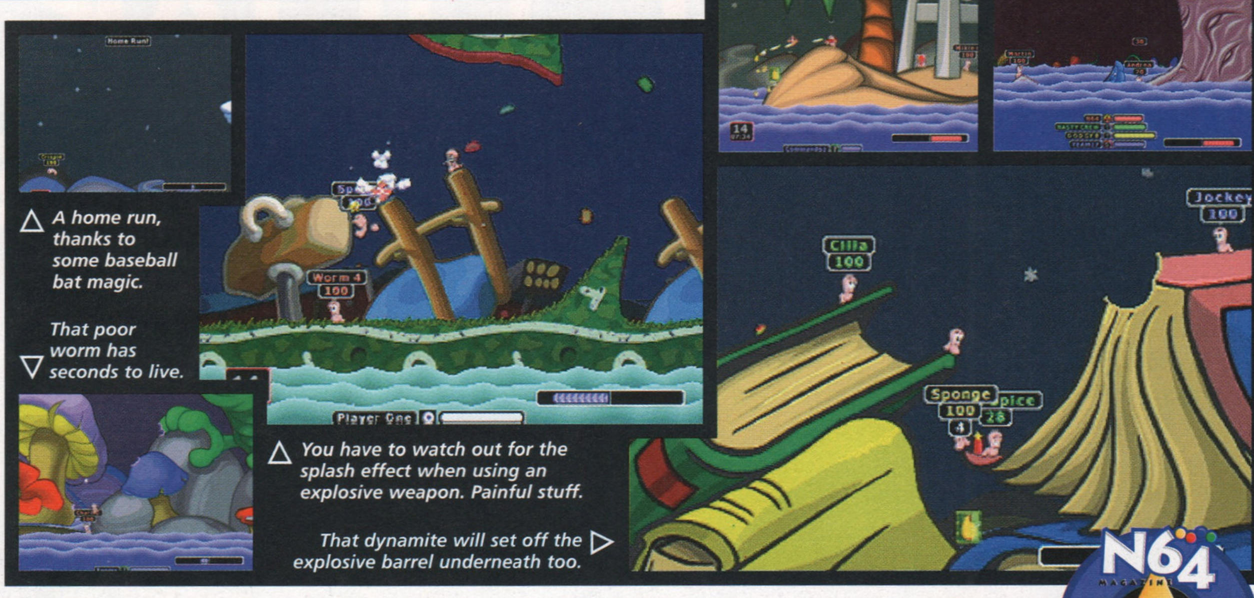
Best stick to two-player, then, where *Xena* offers suitably frantic fistery. It isn't as varied as *Mortal Kombat 4*, as original or fully-featured as *Fighters Destiny*, or as downright enjoyable as *Super Smash Bros*, but it'll give you something to do when a friend comes round for tea. And, after *Superman*, it proves that Titus' TV tie-ins needn't all be diabolical nonsense.

MARK GREEN

PREVIOUSLY IN N64 We've had quite a while to get to grips with the game – check out our previews in issues 32, 33 and 34.

GIRDERS
Veteran wormers will know all about the girder trick, a guaranteed way to foil the computer's uncanny accuracy. All you have to do is place a girder over the offending worm, blocking its firing line. If you get it right, the CPU worm won't be able to escape and will just keep skipping goes until you decide to stroll over and heat him up with the flamethrower.





△ A home run, thanks to some baseball bat magic.

That poor worm has seconds to live. ▽

△ You have to watch out for the splash effect when using an explosive weapon. Painful stuff.

That dynamite will set off the explosive barrel underneath too. ▷

N64 MAGAZINE STAR GAME

WORMS ARMAGE

● **Classic multi-invertebrate kill-fest.**

FUN WITH ONE

It's the first *Worms* game to feature a decent one-player mode.



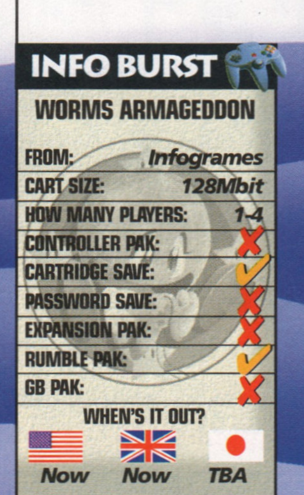
TRAINING
A series of training exercises will hone your worming skills. You get several difficulty levels to practice things like ninja ropes and grenades, and after completing the easy stuff, you can compete in the baffling Super Sheep Racing.



MISSIONS
The solo missions are brilliantly varied. You might have to assassinate the enemy captain, retrieve a secret weapon or break through enemy lines using a lone ninja worm. The clock is always ticking, and the later levels are incredibly tough.



DEATHMATCH
The deathmatch option gives you a team of six worms, adding more and more enemies as you get better at it. Unlike the multiplayer games, your stats are stored and your rank increases, so there's always something to work towards.



INFO BURST

WORMS ARMAGEDDON

FROM:	Infogrames
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

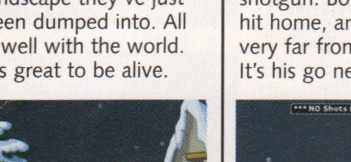
US	UK	Japan
Now	Now	TBA

COST: £40

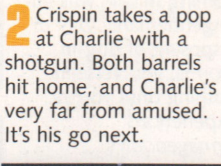
A VIEW TO A KILL

A typical day in the life (and death) of a psycho worm. It's like an invertebrate soap opera.

1 Our heroes survey the bizarre landscape they've just been dumped into. All is well with the world. It's great to be alive.



2 Crispin takes a pop at Charlie with a shotgun. Both barrels hit home, and Charlie's very far from amused. It's his go next.



3 Charlie singles out Crispin for some severe punishment. If only Crispin had had the foresight to move away from the edge.



4 Charlie considers the handgun, opts for the personal touch, breaks out the baseball bat. Time to teach Crispin some respect.

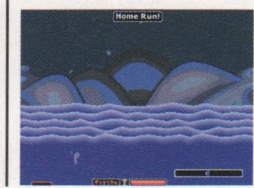


5 Whack! Like Bobby De Niro in The Untouchables, Charlie is a master batsman. Crispin's corpse sinks lazily. Chalk one up.



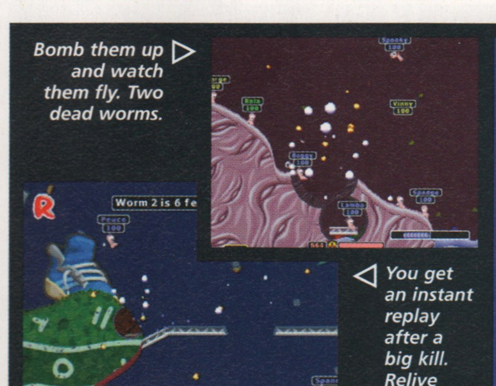
OPTION LITE

Gameplay options are sparse – you can't edit the weapons list or alter the number of items you start with – but there are some interesting ones to be found. You can take turns to place your worms at the start of a round, leading to an unseemly rush for the high ground, or your worms can carry donor cards in order to leave a little something behind for the survivors.

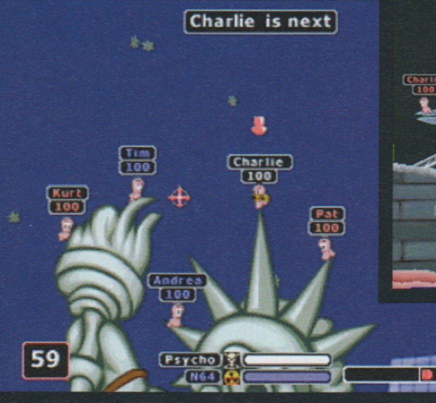


Bomb them up and watch them fly. Two dead worms.





You get an instant replay after a big kill. Relive those beauties.





DDON



Do you drop dynamite on Kurt or shoot the mine onto Pat's head and hope for a chain reaction?

Depending on your personal taste, *Worms* is either an annoying and outdated novelty or one of the best multiplayer games ever. If you prefer your deathmatches with a bit of tactical brainpower, and the prospect of sending a psychotic wriggler into orbit using a couple of well-placed sticks of dynamite makes you rub your hands with glee, you'll certainly enjoy *Worms Armageddon*.

SOUNDS ***You can choose your favourite voice samples when you create your team.***

As a turn-based action game, it's a unique multiplayer experience. You get a set amount of time (usually 60 seconds) to use one of your team of four worms. You can shuffle along to a different location if you're a bit vulnerable, get into the best position to take a shot, then use an item from your huge arsenal. Once you've taken your shot, the next team gets a go and you have to sit and watch, hoping that nobody takes offence and singles you out for punishment before your next turn. It's quite superb, calling for plenty of thought and planning – sometimes you'll need to ignore a couple of easy kills in order to knock a more dangerous worm out of harm's way; other times you might need to sacrifice some of your team to improve your mobility. No two games are ever the same.

The single player aspect of *Worms* has always been its weak point, since the computer players could pull off the most improbable shots. No matter how well you were protected by bits of landscape, the computer would always find the exact angle to land a bazooka shot right on your head. *Worms Armageddon* is a huge improvement. You'll still get hit by a few dubious shots from time to time, but the game places more emphasis on brainpower than trying to outgun the enemy. You get a series of missions to complete, and the later ones usually have only one possible solution. It's a bit like the old Amiga title *Lemmings*, except far more explosive.

Getting a good score in the missions earns extra abilities for your worm army, such as a handy laser sight for lining up long-range assassination attempts. The weaponry includes such treats as the multiple-warhead mortar, the baseball bat, the exploding cow and the extremely painful flamethrower. For added disrespect, you can execute weakened enemies with a handgun, poison them with a toxic skunk or even push them into the water with a quick prod from the index finger. All the old favourites are still in there, from cluster bombs to miniguns, along with a few ruinously powerful extras that you'll have

GO! GO!



pluses & minuses



- Great one-player puzzles.
- Some superb new weapons.
- Endless multiplayer fun.

- No zoom mode.
- A few hopeless new gadgets.
- Eight-letter names!

If you like this...

Mario Party
Nintendo
N64/27, 85%
A totally non-violent multiplayer alternative with a slightly dull one-player mode.



7 VISUALS

Simple sprites with loads of animation.

8 SOUNDS

You'll love the voice samples. Great screams and taunts.

5 MASTERY

Pretty basic stuff.

9 LIFESPAN

Tough missions and limitless potential as a multiplayer game.

VERDICT

Incredibly violent, incredibly cute. A welcome conversion of one of the most original four-player games you can buy.



85%

TOP ARMAMENTS

Some of the weapons we can take or leave, but we wouldn't want to finish a game without using this trio of beauts.



FLAMETHROWER

Mighty fine. The flamethrower is the best of the ordinary weapons, burning through solid objects and melting even the strongest of worms.



MORTAR

Hard to aim, it shoots until it runs out of steam, then falls to earth. A second-ary cluster effect can eat right through to the sea, causing mass drownings.



MINIGUN

You won't get many chances to use this, so make your shot count. A direct hit will kill anything, and you can adjust your aim while firing to ensure success.

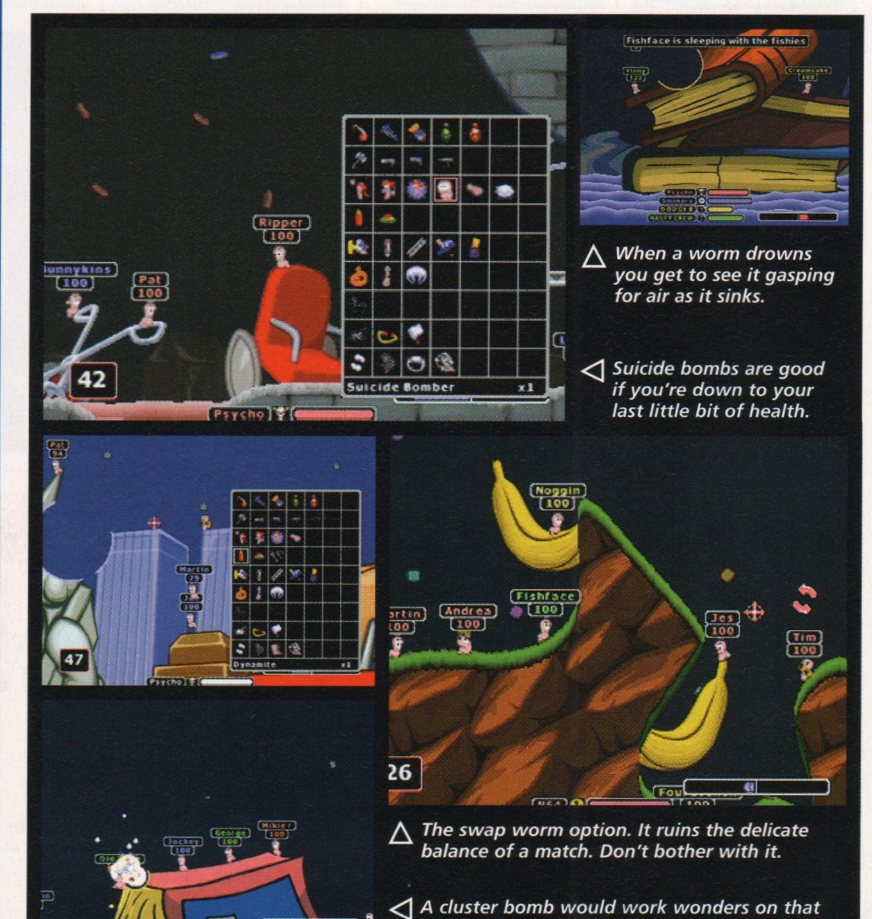
GENEVA CONVENTION







If you thought the old homing missile was an ungentlemanly way of disposing of dug-in worms, you've seen nothing until you've experienced *Armageddon*'s cheating gadgets. There's a jet pack, which means you can move anywhere you like, and an option to choose which worm goes next, which completely spoils the gameplay by taking most of the tactical skill out of it. Whatever you do, don't use them. Banned weapons!



When a worm drowns you get to see it gasping for air as it sinks.

Suicide bombs are good if you're down to your last little bit of health.

The swap worm option. It ruins the delicate balance of a match. Don't bother with it.

A cluster bomb would work wonders on that mob. Set it to explode in the air if possible.

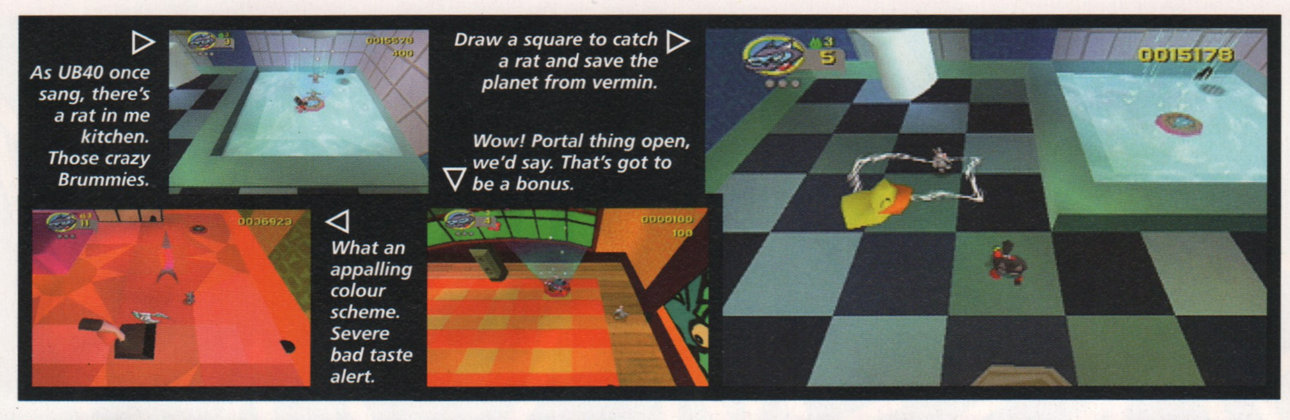
to agree not to use at all if you want a decent multiplayer game. The choice of weapons eventually becomes so vast that it's hard to remember what each one does. Inevitably, you'll wind up sticking with a handful of the most effective ones and leaving the rest alone – the standard bazooka and shotgun are indispensable.

The action is accompanied by some fantastic voice samples. You can choose your favourite voices (Braveheart-style, kung fu movie, 70s blaxploitation, classic English, French and German, or, best of all, Full Metal Jacket-style) when you create your team. You also get to pick an emblem, a flag and a gravestone design for that extra bit of personalisation. The potential for creating amusing worm names is reduced somewhat by an annoying eight-letter limit (why?), and despite the fact that the game uses on-cart backup, you don't get a league table to keep track of your scores. Careless, but hardly a serious flaw.

Worms Armageddon is just about the best version of the game to date, thanks to its brilliant solo missions. It could have done with a zoom option to make long-range aiming less haphazard, and we'd have preferred to see the original Vietnam backgrounds instead of the surreal cartoon landscapes on offer here, but, despite these niggles, it's still a brilliant addition to the N64's catalogue of classy four-player games.

MARTIN KITTS

VERDICT ***...a brilliant addition to the N64's catalogue of classy four-player games.***



As UB40 once sang, there's a rat in me kitchen. Those crazy Brummies.

Draw a square to catch a rat and save the planet from vermin.

Wow! Portal thing open, we'd say. That's got to be a bonus.

What an appalling colour scheme. Severe bad taste alert.



INFO BURST

RAT ATTACK

FROM:	Mindscape
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

RAT ATTACK

Hide the cheese in Mindscape's rodent basher!

Whilst we never thought that *Rat Attack* was going to be a blinding slice of videogame action, when the review copy rolled into the office this month, we found a surprisingly fun little slice of frantic puzzling mayhem. Which is nice.

The aim of the game is to, um, catch rats, and you're allowed to 'be' one of a number of, er, 'Scratch Cats' in order to eradicate them. Each cat has differing abilities – speed, strength, and most importantly, something that we'll call 'Box Trapness'. You see, catching rats is a case of pressing A, which allows you to drag the outline of a – yes – box trap across the floor, positioning it over the creatures you want to catch.

With the number of rats ever increasing, their attacks on furniture (if they eat enough, it's game over), dogs, monster rats and other annoyances popping up – including, believe it or not, bloodthirsty hoovers – *Rat Attack* quickly becomes a game of lightning reactions and sharp reflexes. It's by no means a classic but this is simple, hectic and enjoyable nonetheless.

JES BICKHAM

5 VISUALS
Nothing more than average and functional.

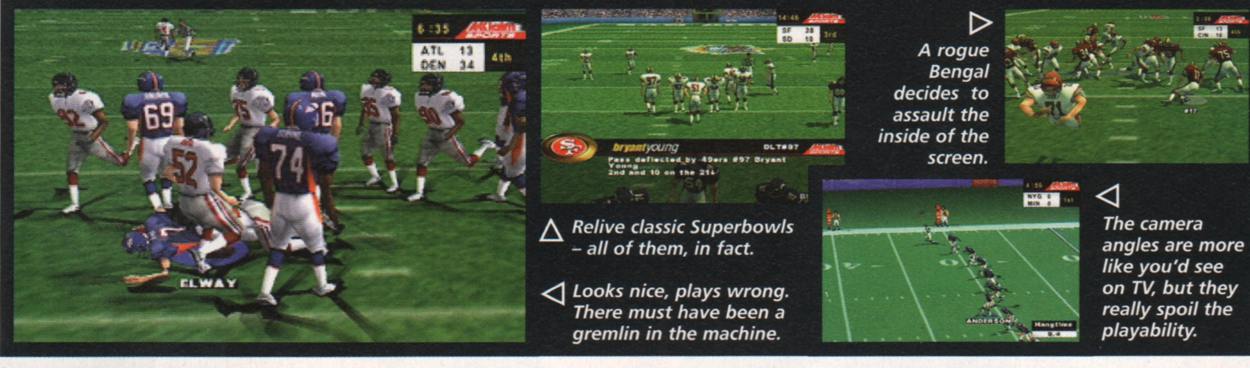
6 SOUNDS
Squeaking rats and jolly tunes.

5 MASTERY
It's basic, it's incredibly simple, but it's good fun.

6 LIFESPAN
The fast 'n' furious multiplayer helps.

VERDICT
Incredibly simple, but well-executed, this is a pleasant enough slice of button-bashing action.

70%



A rogue Bengal decides to assault the inside of the screen.

Relive classic Superbowls – all of them, in fact.

Looks nice, plays wrong. There must have been a gremlin in the machine.

The camera angles are more like you'd see on TV, but they really spoil the playability.



INFO BURST

NFL QBC 2000

FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	123 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	No!

COST: £40

NFL QBC 2000

Duff yank footie update.

Sports sequels often settle for including the latest team data and a couple of new features. Given the excellence of the last *QBC*, we expected the 2000 update to be more of the same. Unfortunately, somebody has made a real hash of it.

The graphics are as sharp as ever, but the animation is all wrong. Switch on the replay mode and you'll notice odd frames popping up in the wrong place. Players flip round 180°, drop to the floor and flip back upright for no reason. Of course you won't be looking so close when you're actually playing, but they've messed up the in-game camera too. The default view pans too far forwards after the snap, causing no end of unnecessary sacks because you can't see your QB.

The passing system has been overcomplicated, so it's incredibly hard to catch the ball. Even if your receiver is wide open, failure to press the catch button at exactly the right time results in the ball bouncing off his head. There's a new passing option which is supposed to allow you to pitch the ball to a specific part of the catching zone, but it's ridiculously tricky. Tellingly, the default settings leave it switched off. A big disappointment.

MARTIN KITTS

7 VISUALS
Hi-res with loads of animation, but prone to glitches.

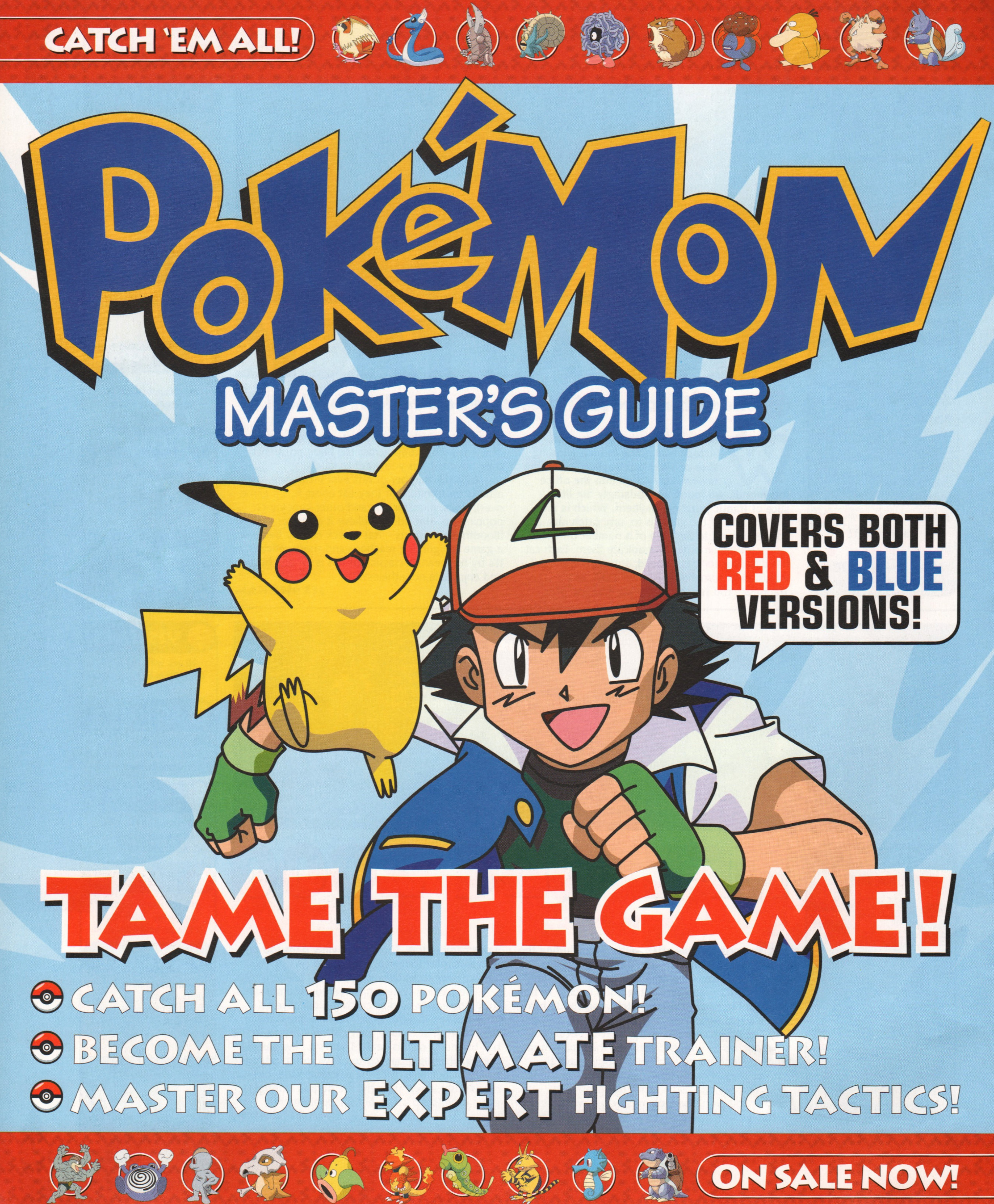
8 SOUNDS
Intimidating crowd noises (if you're the away team) and good commentary.

5 MASTERY
What happened? The code gremlins have been at work since last year.

6 LIFESPAN
All the usual depth of gameplay is here, but it's been badly handled.

VERDICT
Something has gone badly wrong at *QBC* HQ. This isn't the update we expected. Stick with last year's version, the far superior *QBC 99*.

60%


CATCH 'EM ALL!
POKéMON
MASTER'S GUIDE
COVERS BOTH RED & BLUE VERSIONS!
TAME THE GAME!
CATCH ALL 150 POKÉMON!
BECOME THE ULTIMATE TRAINER!
MASTER OUR EXPERT FIGHTING TACTICS!
ON SALE NOW!



△ A lot of the cars are really very bizarre indeed. Like this one.

◁ Stunts are simply a case of twirling the analogue stick.



▷ Although the tracks aren't exactly detailed, the graphics are crisp and colourful.

◁ Handling leaves a little bit to be desired. Very San Francisco Rush, indeed. Oh yes.

HOT WHEELS

Hot 'wheelie' very good. (Uh, sacked? – Ed)

INFO BURST

HOT WHEELS

FROM:	EA
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

It comes as no surprise to find that *Hot Wheels* is a peculiarly American type of racing game, and one that has a lot in common with *San Francisco Rush* and *Beetle Adventure Racing*. Namely, ridiculously huge jumps and very little in the way of precision handling.

Based on the popular range of toy cars, the emphasis in *Hot Wheels* is on going very fast, smashing opponents out of the way, and pulling stunts, the reward for which comes in turbos. Unfortunately, stunts are simply a case of pushing the analogue stick up, down or sideways, with none of the intricacy of similar systems in *Wave Race* and *1080° Snowboarding*. And most of the tracks are so narrow that winning a race is merely a matter – à la *Extreme G* – of bouncing off walls until you reach the finish line.

Inevitably, *Hot Wheels* becomes a bit of a chore once the exaggerated racing/jumping novelty has worn off. There's not much demand for skill, and therefore not much reward, so we'll stick with *Mario Kart* and *World Driver Championship* for the time being. Thankyou and goodnight.

JES BICKHAM

6 VISUALS
Not much in the way of detail, but colourful all the same.

4 SOUNDS
It has some.

5 MASTERY
Pleasingly fast, but not exactly pushing the hardware.

6 LIFESPAN
The two-player mode may help a little; but there's not much to hold the attention.

VERDICT
A competent, fast, but ultimately tiresome cartoon racer.




The sniper mode is hampered by some jittery controls. ▽



▷ The game gets a bit 'Micro Machines' when you reach the real world.



ARMY MEN
SARGE'S HEROES

3DO play soldiers...

△ You'd best wait for the camera to catch up with you before you start shooting at anything. Especially tanks.

INFO BURST

ARMY MEN: SARGE'S HEROES

FROM:	3DO
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✓
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40

There's a hint of a great game in here, it has to be said. But this – the third-person N64 sequel to an underwhelming PC strategy game – is hobbled by some pretty ropey execution.

The toy soldier concept is a great one; taking control of the titular 'Sarge', you're required to lead various assaults against the Tan Army. For a military-based game, there's plenty of weaponry, from rifles and mortars, to grenade launchers, bazookas, sniper rifles, and, best of all, flamethrowers. They're mostly good fun; especially when you're trying to infiltrate a village and a hulking great tank comes round the corner, or when enemy soldiers curl up and shrivel under the heat of the flamethrower.

Sarge's Heroes is packed full of neat ideas, and the move from the world of the Army Men to our world (thus making the game a cross between *Micro Machines* and *GoldenEye*) is inspired. It's just that the game is hobbled by maddeningly imprecise controls, an awful, fun-killing camera and drab, basic, foggy graphics. So, despite its promise, *Sarge's Heroes* is never more than mildly diverting. Ho hum.

JES BICKHAM

6 VISUALS
Foggy and basic, although the soldiers are nice and plasticky.

6 SOUNDS
Tinny marching tunes and appropriate effects.

6 MASTERY
There's a fair bit to it, it's just not done very well.

7 LIFESPAN
Four-player action helps longevity considerably.

VERDICT
Great fun in parts, *Army Men's* ace premise is wasted with sub-standard execution. A shame.

67%

pluses & minuses

+
- Fast.
- Good handling.
- Plenty of multiplayer options.

–
- Ugly.
- Basic.
- Not exactly rivetting.

If you like this...

Vigilante 8
Activision
N64/28, 74%
More wheeled combat, but this time with cars and guns.



5 VISUALS
Foggy, basic and a little fuzzy; Even in hi-res. All very first generation, in fact.

6 SOUNDS
Fitting effects and – yes – another raucous raaaawk soundtrack.

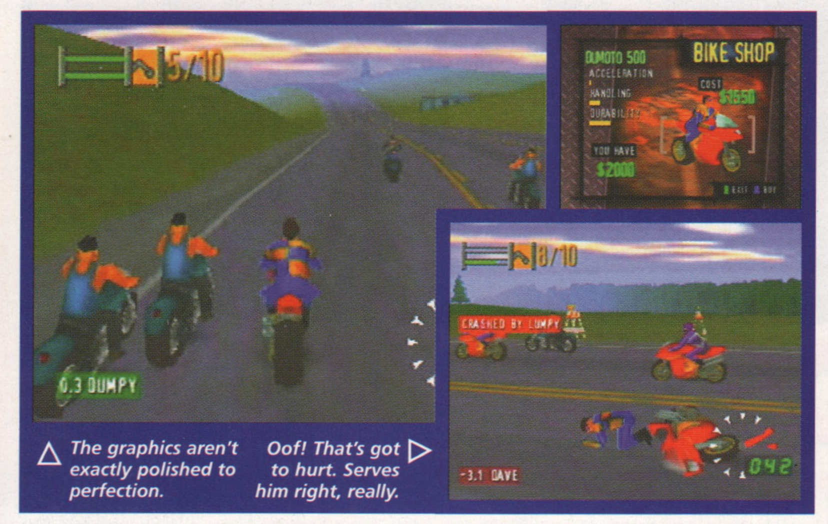
6 MASTERY
Graphically it's all a bit 1996, but it's fast and smooth.

6 LIFESPAN
The one-player game is of limited interest, but there's multiplayer too.

VERDICT
Probably the best *Road Rash* ever, but, as a game, it was never that fantastic anyway. Ultimately *good* rather than *great*.

69%

PREVIOUSLY IN N64 We previewed *Road Rash 64* in issue 35.



The graphics aren't exactly polished to perfection.

Oof! That's got to hurt. Serves him right, really.

ROAD RASH 64

Hit other people. On bikes.

On paper at least, *Road Rash 64* is a great idea. Combining high-speed racing – of the two wheeled variety – with plenty of brutal, arm-flailing combat was always going to sound appealing, and it had the potential to provide the kind of thrills that *Mario Kart 64*'s disappointing Battle Mode should have offered.

And, for the most part, *Road Rash* is good fun. But – crucially – it never manages to be anything more than that. It's nippy; the handling of the bikes (from fast but heavy road hogs to lighter, more manoeuvrable sports bikes) is well-judged; and, as well as having ten bikes on-screen, there's a host of pedestrians, police and civilian traffic to deal with. Not bad at all.

And yet, it all seems a little lightweight and uninvolving. Sure, you can raise cash to upgrade your bike – and join gangs if you fancy some company – but the races are awfully short, the tracks aren't as varied as they could be, and everything is unremittingly drab to look at, complete with fog and awkward, primary-coloured riders. And combat is often reduced to nothing more than a relentless stabbing of the C-buttons as you try to knock your opponents to the ground. Although, neatly, you can jam a stick/crowbar/club into the wheels of an adjacent rider, sending them spectacularly flying over the handlebars but you end up losing your weapon in the process.

Sooo, ultimately *Road Rash* offers a reasonable dose of undemanding short-term fun. But it's not something that begs you to come back and have just one more go. It's pleasant enough – it's certainly not terrible – it's just that, in trying to offer both racing and fighting, it doesn't really deliver enough of either. And with *Excitebike 64*, *Top Gear Hyperbike* and *Jeremy McGrath Supercross* all on the horizon, it's probably best to save your money and wait.

JES BICKHAM

INFO BURST

ROAD RASH 64

FROM:	T•HQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?
US: Now · UK: Now · Japan: TBA

COST: £40



Taking two bikers on at once isn't really to be advised. Too dangerous, you see.

He's actually trying to kick his opponent, and not, um, wee. Ahem.

FUN FOR FOUR



Each player can pick and choose from the many different bikes.

Splendidly, T•HQ have included a four-player mode in *Road Rash*. It'll never replace *Mario Kart* or *F-Zero*, but it's an accomplished and enjoyable effort. It *is* more fogged-up than the one-player game – although it runs at the same speed – but there are plenty of options to keep you going: straight deathmatches, multi-lap arena races and the ever-popular tag game (although there's a lack of *Turok*-style monkeys).

Possibly the best – and most unsavoury – mode, though, is the 'Ped Hunt', in which the aim is to mow down as many pedestrians as you can get under your front wheel in the time allowed. Eat your heart out *Carmageddon*.



At least the shoddy graphics help keep the speed up.

PREVIOUSLY IN N64 We preview *DD64* in da last ish, homey. To da maximum!

Bits of car fly off when you make contact with others. ▷

The bowls. These are the best bits in DD64. Oh, yes. ▽

△ Multiple crashage! Some of the cars look alright, but most look a bit boxy.

DESTRUCTION DERBY 64

It's old, it's basic, it's got crashes. So, is it any good?

△ Impact! Take out this one and you've got nine left. Geeeeeet derby… ing.

Four years ago, when *Destruction Derby* first appeared as a launch game for the PlayStation, the idea of driving very fast into other cars for points and then watching with an evil glint as bits of bumper, door and wheel flew off was – incredibly – good fun.

Present day, and this astonishingly late conversion looks and feels a little tired. Not surprising considering it's arrived about three years too late. But, the endlessly derivative courses, cardboard box cars and rapidly grating commentary seem somehow less appealing at the end of 1999. It's still fair all-round entertainment, but in these days of the weaponed-up *Vigilante 8* and the straight-laced brilliance of *World Driver*, a game that falls between the two, but does neither particularly well, looks a bit like your Dad trying to dance at a school disco: old, unfashionable and hopelessly out of place.

DD64 offers the same sort of option choices as the second *Destruction Derby* on the PlayStation. The Championship mode obviously offers you the chance to unlock new courses and cars if you can win the DD league. You do that by either, a) driving around, missing other cars, and ending up the last car not on fire, or b) driving fast into other cars in an effort to bust 'em up good, hoping your car doesn't go up in flames in the process. All very simple, and even simpler when the standard tracks change to bowls – circular stadiums where there's no chance of escape, and where your *only* choice is to smash each other up.

And that's it. The only real surprise the game throws up is that it's not quite as tedious as it sounds. In fact, at times it's strangely compulsive, particularly where the bowls are concerned. The trouble with the more straightforward tracks is that, once you get down to one or two of you, you spend ages driving round the empty course trying to find the remaining vehicles. At least the bowls are smaller, and actually, in multiplayer, the bowl-based Bomb Tag is absolutely fantastic. The downside, though, is that the game suffers from *shocking* frame rate problems when there's more than one player, though this is lessened inside the bowls.

But, even given the amusement of the bowls, *DD64* is a bog standard N64 game. There are sparks of enjoyment throughout, but the concept is just too limiting and you can complete the one-player game in about half a day (and that's with a couple of easily avoidable mistakes chalked up). Mildly fun, then, but pretty average.

TIM WEAVER



INFO BURST

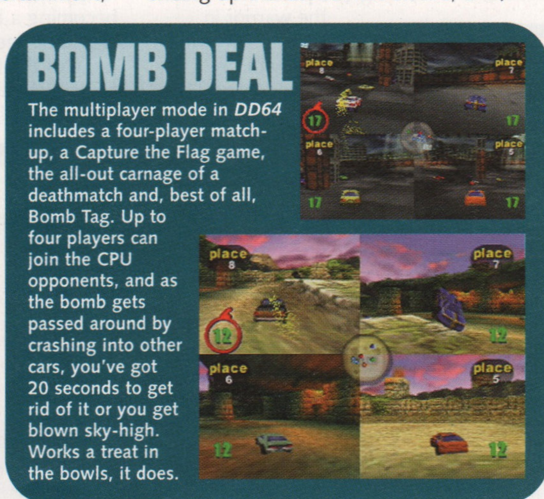
DESTRUCTION DERBY 64

FROM:	T•HQ
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	7 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

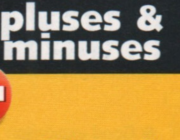
US	UK	Japan
Now	Now	TBA

COST: £40



BOMB DEAL

The multiplayer mode in *DD64* includes a four-player match-up, a Capture the Flag game, the all-out carnage of a deathmatch and, best of all, Bomb Tag. Up to four players can join the CPU opponents, and as the bomb gets passed around by crashing into other cars, you've got 20 seconds to get rid of it or you get blown sky-high. Works a treat in the bowls, it does.



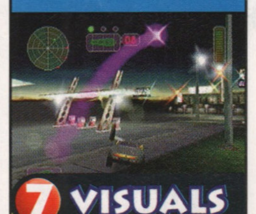
pluses & minuses

+
- Oddly compelling crash-based mayhem.
- Bowl levels.
- Some good multiplayer options.

–
- Technical problems aplenty.
- Short-lived one-player game.
- Becomes boring.

If you like this...

Vigilante 8
Activision
N64/28, 74%
Diverting, weapons-heavy crash-'em-up.



7 VISUALS
Nice looking environments, but boxy vehicles and a strange, uneven PlayStation look.

6 SOUNDS
'Turn around or you'll ruuuuuuun outta time!' plus some decent car noises.

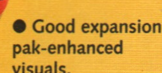
6 MASTERY
Slowdown, frame rate problems, drab cars, but an impressive feeling of speed.

5 LIFESPAN
The one-player game lasts half a day. Fortunately, the multiplayer's sturdy stuff.

VERDICT
It's three years out of date – and it shows – but there is *some* fun to be had from *DD64*.



65%



pluses & minuses

+
- Good expansion pak-enhanced visuals.
- Fast, furious slashing action.
- Great with four players.

–
- Boring for the lone player.
- Repetitive.
- Much the same game as it was 15 years ago.

If you like this...

Mario Party
Nintendo
N64/27, 85%
Similarly multiplayer-led fun and frolics.



7 VISUALS
Small, but colourful and detailed. Some splendidly over-the-top attacks and magic.

6 SOUNDS
"Warrior is nearly dead!". Yep, the voice is back.

7 MASTERY
As a multiplayer game, great; stacks of monsters and non-stop action. A little slowdown, though.

7 LIFESPAN
It might be simply a case of button bashing and a little puzzling, but with friends it'll last for ages.

VERDICT
Grab some friends, grab some controllers, and this old-school romp won't disappoint.

81%

PREVIOUSLY IN N64 Have a 'decko' at last issue – issue 35, folks – for some hot preview action. Yayuh!



This gate won't open until you've found a switch.

The warrior takes on a couple of pig-ugly orcs.

Some of the wizards' magic attacks are truly devastating.

There are loads of switches to trip and traps to activate.

GAUNTLET LEGENDS

Admirable update of golden oldie classic.

First things first, *Gauntlet Legends* is best enjoyed in the company of friends. If you're lucky enough to possess two or three chums willing to sit down and obliterate hordes of orcs with you, then you're in for a treat. On its own, however, it's, well, a bit dull.

Ostensibly a port of the arcade *Gauntlet Legends*, the game mechanics are still pretty much the same as the original's (which came out in 1984, fact fans). Namely, a simple, button-bashing slog through hundreds of green-skinned enemies, with the usual picking up of keys, opening of chests and using of potions. As such, it only really comes alive with two, three or four players sitting around and working co-operatively. "Send the warrior in first!", "I'll cover you with my archer!" and "Use the wizards' potion!" are all cries that **N64**'s neighbouring magazines have become familiar with. Formulating strategies, slaughtering beasts, destroying the monster-spawning generators – doing your best to keep each other alive. It's simple and nostalgic, but great fun all the same.

The single player game, though, is a lonely and repetitive experience, quickly becoming a bit of a chore. The relentless waves of enemies are tiring and there's none of the thrill you get as you're about to be overwhelmed, just as a friend unleashes a life-saving magical attack. It's simply a bit boring.

Like *Mario Party*, *Gauntlet Legends* is designed for four human beings huddled around a TV, shouting, helping each other out, and generally having a whale of a time. We've had a great time in the office with it, and if you're fortunate enough to have some friends then prepare your controllers for some serious wear and tear.

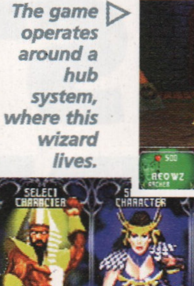
JES BICKHAM

TOP OF THE CLASS

The four character classes – Warrior, Wizard, Valkyrie and Archer – are all present and correct and, to make the most of their different skills, if there are four people playing it's best to have a character from each class. There are also several different variations of each character, plus a huge selection of secret characters for you to unlock as you progress through the game.



Any minute now, loads of monsters are going to pile you.



The game operates around a hub system, where this wizard lives.





INFO BURST

GAUNTLET LEGENDS

FROM:	Midway
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	2 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Now	TBA

COST: £40



The warrior is best when he gets up close and personal, as Mark likes to say.

The generators must be destroyed if you want to stop the monsters spawning.

PREVIOUSLY IN N64 We reviewed the first N64 *Gex* game back in **N64**/21. It was lucky to get away with 59%.

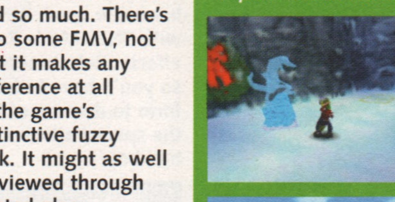
LET'S TWITCH AGAIN

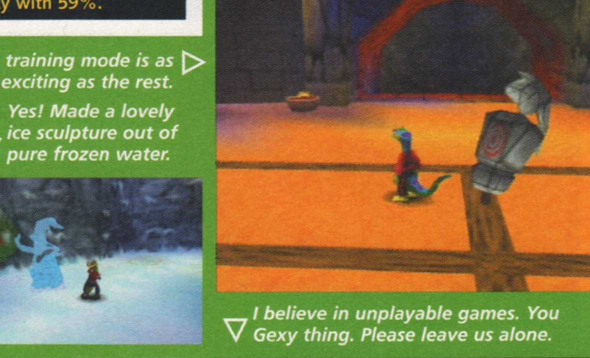
Gex purportedly comes on a premium 256Mbit cart, which presumably is used to store the vast number of extra frames necessary to make *Gex*'s world jerk around so much. There's also some FMV, not that it makes any difference at all to the game's distinctive fuzzy look. It might as well be viewed through frosted glass.



The training mode is as exciting as the rest.

Yes! Made a lovely ice sculpture out of pure frozen water.





I believe in unplayable games. You Gexy thing. Please leave us alone.



GEX
DEEP COVER GECKO

Be afraid. Be very afraid.

Last month we had the fair-to-middling platformers *Earthworm Jim, 40 Winks* and *Rayman 2*. We didn't realise how lucky we were until the hideous *Gex: Deep Cover Gecko* shambled into the office like some kind of rogue abomination freshly escaped from the Game Boy Gallery.

It's a real mess, from the horrendously jerky intro through to the horrendously jerky gameplay (such as it is). We can tolerate the occassional drop in frame rate, but a mere five minutes of staring in utter disbelief as the utterly loathable Gex twitched and spasmed around his vile world was enough to bring on a real humdinger of a headache (thanks largely to the strobe effect created by the incessantly flickering camera). Quite why it jerks around so much is unclear, because the pointy, stylised graphics must push the N64 about as much as *Carmageddon* does, but *Gex* is one of the most painful-looking games we've ever seen.

Naturally, the gameplay is spectacularly crap too. Generic, mindless platforming dross, involving the traditional quest for green blobs to open up a series of uninspired levels filled with wild and crazy goings on. How we laughed at Gex's madcap antics. How we thrilled to the sight of dancing animals and freaktastic creatures. Actually, no. When you've seen one leprechaun monster dressed as a Christmas elf, you've pretty much seen them all. *Gex* is positively *filled* with such tedious, unimaginative creations. It really does set a new benchmark for dull character design. And as a final death blow to the ailing lizard, the voice samples are simply awful, inspiring genuine hatred. You'll just want to wring Gex's scrawny green neck as soon as he opens his mouth. Fatality!

MARTIN KITTS

INFO BURST

GEX: DEEP COVER GECKO	
FROM:	Crave
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Dec	Dec	TBA

COST: £40



The lizard thing meets a friendly green creature. How sweet.

The scenery in Gex's house isn't much to look at really.

pluses & minuses

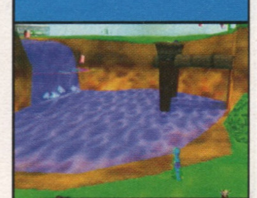


- The cart is made of sturdy plastic, and therefore perfect for propping up wobbly table legs.

- It's ugly.
- It's dull.
- It'll give you a headache.
- You'll cry if you waste £40 on it.

If you like this...

Gex: Enter the Gecko
GT
N64/21, 59%
You're probably some kind of masochist.



2 VISUALS
Almost unwatchably jerky. Guaranteed to induce thumping brain-hurt.

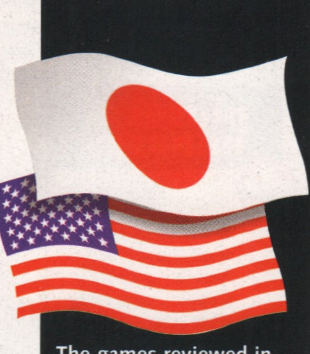
1 SOUNDS
Mercifully muffled 'wit' from the evil one.

1 MASTERY
There really ought to be a law against this kind of thing.

2 LIFESPAN
You won't be able to tolerate it for longer than an afternoon.

VERDICT
Someone must have really upset Crave to make them bring this travesty to the N64.

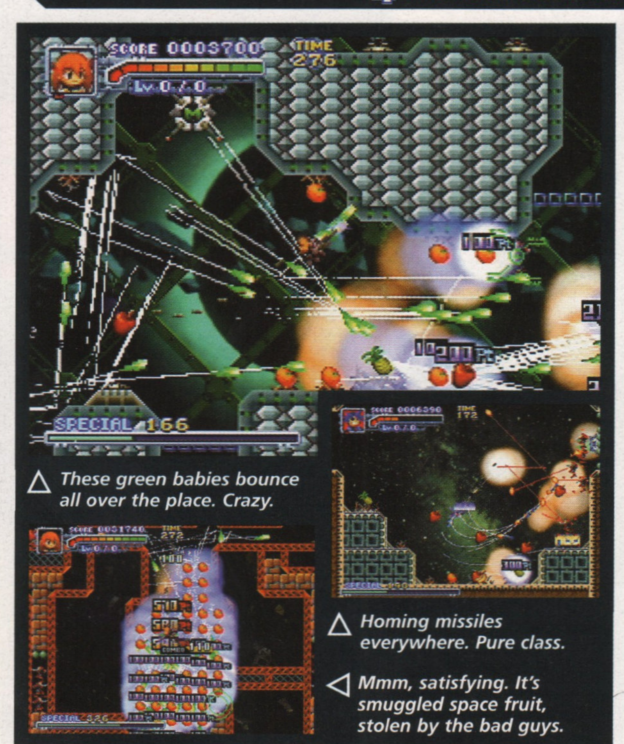




The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64 Our first look at the game, but not at Treasure – we reviewed their *Mischief Makers* back in **N64**/8.



△ *These green babies bounce all over the place. Crazy.*

△ *Homing missiles everywhere. Pure class.*

◁ *Mmm, satisfying. It's smuggled space fruit, stolen by the bad guys.*

BOSS-TASTIC

Retro fans will love the spaceship boss you meet every few levels. With none of the N64's fancy 3D hardware used, it's a flat sprite with SNES Mode 7-style rotation effects. Retro doesn't mean easy, so you'll have to have to be on top form to dispose of it. Break out the special attack and bust up that bad boy!





△ *You'll be drenched with sweat after tackling one of these.*

BAKURETSU MUTEKI BANGAIO

Turbocharged SNES shooter.

Oddball Japanese developers Treasure have a reputation for doing things their own way. They're far from prolific and their games rarely meet with a great deal of commercial success, but when they're on top form, as they were when they wrote the brilliant *Mischief Makers*, they attract a cult following.

Bakuretsu Muteki Bangaio (Explosive Invincible Bangaio), Treasure's second N64 title, is another highly enjoyable piece of retro shoot-'em-up fun. You play as a tiny little Gundam-style robot, flying around a series of 360° scrolling levels. At the end of each one, you have to destroy a specific target before moving on to the next, and... Well that's it. It's very simple, and very well done. The levels vary from wide open blast-fests, in which you're attacked from all sides, to intricate maze puzzles involving exploding blocks and timed traps.

The weapons, a homing missile and a green laser that bounces off the walls, are great. You just hold down the C-buttons to control the direction of fire and you unleash a continuous stream of destruction, vaporising anything you aim at – aliens, houses, skyscrapers, the works. Truly satisfying. Everything you blow up leaves a piece of fruit behind, and collecting them powers up your special attack, which you can use to shoot up to 100 missiles at once, complete with little white trails. The screen is constantly busy and the action rarely lets up.

The game is designed as a score challenge, since your points total is reset at the end of each level. You pick an area where you think you have room for improvement, and just go kill crazy, wiping out everything as quickly as possible. It's a little underwhelming at first, thanks to the purely functional graphics, but it soon becomes utterly compulsive. Very few publishers have got the bottle to release a game like this these days – ESP shipped a limited edition of 10,000 in Japan, and there are currently no plans to bring it out over here. But if you long for the days of simple, SNES-style blasters, *Bangaio* is a great excuse to invest in an imported N64.

MARTIN KITTS

INFO BURST

BAKURETSU MUTEKI BANGAIO

FROM:	Treasure/ESP
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Now

COST: ¥5,800 (£70 on import)

pluses & minuses

+
- Fantastic fun.
- The busiest sprites we've ever seen.
- Different tactics required from level to level.

–
- It won't impress your mates.
- Could get boring if you're not an 80s arcade nut.

If you like this...

Dezaemon 3D
Athena
N64/19, (import) 82%
Obscure but good 3D shoot-'em-up construction kit.



ACCESSIBILITY

As long as you don't access the erase data option by mistake (we did!), you'll have no problems at all.

7 VISUALS
Plain retro backgrounds with lots of action happening where it counts.

7 SOUNDS
Blow up someone's house and hear them squeak! Nice game show music too.

6 MASTERY
Loads of sprites and smooth scrolling, handled with ease by the N64.

8 LIFESPAN
A brilliant high score challenge with plenty of tricky puzzles to figure out.

VERDICT
Frantic, effortlessly playable, old school shoot-'em-up. Somebody give it a PAL release please. We'll buy it!

84%

THE GREATEST GAMES FOR EVERY MACHINE - EVERY MONTH!

Want to know what's going on across every gaming format? In GM we bring you the greatest games on N64, PlayStation, PC, Game Boy Color and Dreamcast every month!



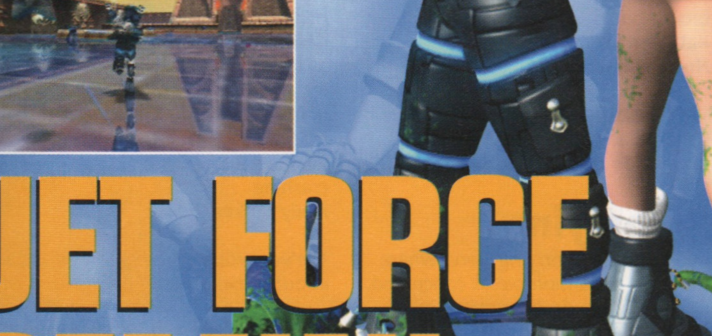
Welcome to Club 64, the part of the magazine designed to help you enjoy your N64 games to the full.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:





JET FORCE GEMINI

Find absolutely *everything* in our lip-quiveringly massive guide!

94











GO! GO!





Club 64 MAILBOX

Club 64, N64 Magazine,
30 Monmouth Street,
Bath BA1 2BW
Fax: 01225 732341,
e-mail:
n64@futurenet.co.uk

Shadowman, Pokémon, Link's twin and the strangely dull Dreamcast. More letters, then...

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
All other letters printed win a prized **N64** badge!



N64 MAGAZINE STAR LETTER



'Hardly anyone'

Why on earth have Nintendo released *Pokémon* on the old Game Boy? It would look so much better in colour and, more to the point, hardly anyone I know still has an old Game Boy – and I suspect it's pretty much the same story up and down the country. Everyone's upgraded to Color Game Boy, so why are Nintendo bothering?
Dan Abels, Bristol

A common enough question, this. Basically, Pokémon *is four years old now so it was originally designed for the old Game Boy, thus explaining why it's black and white and not colour. However, it does work with the Color Game Boy and, yes, we reckon Nintendo could have taken the time to upgrade the game for the new Color GB. The next* Pokémon, Yellow, *will be four-colour (the same palette used for Super Game Boy games), and then* Pokémon Gold *and* Silver *will both be created specifically for Color GB. As for why they bothered, well, colour or no colour,* Pokémon Red *and* Blue *are still both phenomenally good, wouldn't you agree?* **Ed**



Pokémon *in all its Super GB glory. Four colour, y'know.*

'Nasty cowlick'

Have a look at this! Notice anything familiar about this character from PlayStation role-player, *Climax Landers*? He's an elf, he wears a green tunic, 'owns' a fairy, and carries a sword and a quiver of arrows. He's also got a nasty cowlick and wears white trousers and brown boots.
Kathleen Dent, North Humberside

Well spotted. Obviously Climax Lander's *artists didn't have much inspiration that day.* **Ed**

On the left, Link. And on the right, er, Link.

'Worrying'

I've noticed a worrying trend where the 4Mb expansion pak is concerned. All it seems to do to games – with the possible exception of *Shadowman*, though that suffered in places too – is give them jerky frame rate problems and slow them down. *Turok 2* is a prime example, as is *Hybrid Heaven, Duke Nukem: Zero Hour* and *Command & Conquer*. Nintendo brought out this brilliant piece of kit but game designers don't seem to be able to utilise it properly. If I'm paying £20 for an expansion pak and £40 for a game, I expect nice, smooth-running graphics with more detail and *not* jerkiness and – even worse – crashing.
Andy Stokes, Powys

We've certainly had plenty of letters about the expansion pak, and most people seem slightly concerned that it's not doing for N64 games what it should be. So far it seems that the best results come when the pak's not being used as an out-and-out visual aid, but rather for all-round general performance, as there's not so much for the CPU to worry about, and cope with, graphically. Shadowman *was the perfect example, as will be the forthcoming* Donkey Kong, Perfect Dark *and* Zelda Gaiden. *Okay, so Iguana's game had tiny frame rate problems, but it still offered 70 hours of play with very few niggles. We suspect you won't see the best from*

Shadowman. ***Flawless in design and just as flawless in execution.***

Correction corner

Where you point the finger of blame and we say, all innocent, "Who, *us*?"

You put the score for *A Bug's Life* at 62% in **N64**/32 and 33's Directory, but you actually awarded it 40%. Who's responsible for this little slip-up?
Richard Freeman, Derbyshire

We were hoping no one would notice actually. **Ed**

I noticed (again!) that you spelt Faarooq correctly on page 100 of **N64**/33, but incorrectly, with just the one 'a', on page 89.
Simon Forsyth, Surrey

Er, did you know Mark's met Faarooq? **Ed**

Listen up! You spelt D'lo Brown wrong on page 89 of **N64**/33's *WWF Attitude* guide. You reckoned his name was O'lo Brown. D'oh!
Michael Sittenton, Hull

Sigh. Okay, so we don't know our wrestlers. **Ed**

In your Double Game Guide + no. 17, on page 31 it says you're doing a *Body Harvest* guide at the top of the page when, in fact, you're tipping *Rogue Squadron*.
Joseph Harris, Anglesey

Ah, we wondered who'd spot that. **Ed**





the expansion pak until well into next year. Getting to grips with the extra power it offers takes time. In that way, it's rather like the N64 itself, as it's only now that we're seeing third-parties like Titus, Infogrames, Koei and Konami using the console properly. **Ed**

'This advert I'

Whilst flipping through the back pages of a Sunday newspaper recently I stumbled across this advert for a 'Mega Joy II' – a pad that you plug into your TV and play arcade games from. Is it me, or does this 'pad' look suspiciously like a certain other joypad?
Mark Evans, Jersey

'This advert II'

A few days ago I found a boring catalogue in my mailbox which I flicked through expecting to find nothing of interest... but then I found this advert for the Power Station 64, which allows you to play old SNES games on your TV, without the need for a SNES. What's going on?
Eskil Vestre, Norway

Blimey. It looks like an N64 pad, but it plays old arcade games and bygone SNES titles. Wonder if Nintendo's LA Law-like lawyers have got their laughing gear round these. **Ed**

'Crumble'

I was reading through Mailbox in **N64**/33 when, to my horror, I saw your response to Simon Towne's letter, where you complemented the Dreamcast. This was disgraceful! Comments like, "the Dreamcast's quite a nifty machine" made me think I was reading a Dreamcast mag. It's so obvious it's going to crumble under the might of Dolphin.
Simon Pollard, East Sussex



△ **Sonic Adventure.** ***Nice to look at, but vacuous and dull to play.***

Waaaaaaait a second. We did say the Dreamcast was quite a nifty machine, yes, but we also said later on in the reply that we weren't entirely convinced by it. As a piece of kit it is nifty – most of its games, graphically at least, look top drawer. That's a fact. We're not going to pretend Dreamcast games don't look good. What's the point? It's not true. It doesn't mean, however, that we think its games, to play, are any better than the N64's. In fact, currently the only games we'd welcome onto the N64 would be Capcom's Power Stone *and* Namco's Soul Caliber. *The rest are a mish-*

DREAM ON

More mind-boggling inspiration for Miyamoto to take on board...

SISTERS OF MARIO 64

Here's an idea! When the Mario brothers answer a routine call from an innocent little old lady with a faulty tap washer, they find themselves trapped, kidnapped and warped away by Bowser (the fiend) – and it's up to Maria and Lugianne, female alter egos from a parallel dimension, along with Peach (who now has the new haircut and decent dress she deserves), to save them. The game follows the same sort of structure as previous Mazza adventures, with stars and coins to collect, but you'd also have to solve vital puzzles that would lead you to the whereabouts of the Mario brothers. The two Sisters of Mario could also warp from place to place with the aid of the Magic Plunger, and there'd be a hefty selection of weapons from Mario's toolbag. The plot would also adapt, *Castlevania*-style, depending on which sister you played as.
Sarah Briggs, Essex

Absolutely bizarre. But we wouldn't argue with another Mario adventure – even if, technically speaking, it wasn't actually a Mario adventure. Maria and Lugianne, eh? Truly odd. **Ed**

BONUS LETTERS

You can imagine how surprised I was when I found out he wouldn't die.
Edward Barnes, Wrexham

Yes, I can imagine it was a little inconvenient. **Ed**

I am sending in my baby brother's CV for you to look at.
Chris Logan, Stone

Useful. **Ed**

This would create hope among the most eager anticipators, don't you think?
Janne Kaitila, Finland

Absolutely. **Ed**

What's the thing with Bonus Letters?
Chi-Fung Nam, Lincoln

The thing? **Ed**

They're very, very, very, very, very, very, very, very, very good.
David Byrne, Wimborne

So quite good, then. **Ed**

Try it, anyway.
James Mackerness, Solihull

Yeah, will do. **Ed**

You are invincible.
Michael Robertson, Fife

Ah, thanks. **Ed**

How much money?
Anthony Fuller, London

Too much, that's how much. **Ed**

This is possible because your TV knows when it's full moon.
Daan Terra, Holland

Yeah? **Ed**

Tim was the funniest thing on Gamers. Young, innocent and with a touch of country bumpkin mixed in for good measure.
Ben Daubney, Hungerford

Arrrrr, drink up thy zyder me young straw-chewing friend. **Ed**

You can't just go around doing whatever you want, you know.
Ade Townes, Cheshire

Can. **Ed**

mash of okayness, even the normally reliable Sega Rally 2 *and* Virtua Fighter. *As it stands at the mo, we'd say the N64 still offers far and away the best choice – and that's not quantity-wise either.* Sonic Adventure, *as an example, is vacuous and dull, while* Mario 64, *even at well over three years old, still offers reams of innovation.* **Ed**

John Cassy

Lara Croft, virtual heroine of best-selling game Tomb Raider, sex symbol to millions of Nintendo players and a millennium design product, is facing a challenge to her role as the computer games sector's most important asset.
Rumblings in the industry suggest that ...something programmers

'Their stuff'

Here's someone who knows their stuff – a man who believes Lara Croft is popular with Nintendo fans. Still, at least it makes a change from computer games turning two-year-olds into mentalists. Oh, and that the only games company The Guardian has heard of is Nintendo.
Hugh Lindley, Londonderry

Perhaps he knows something we don't. But I doubt it. **Ed**

'Overpriced'

Does Nintendo's Player's Choice range seem a little overpriced to you? £30 for games that are over two years old? That's only a tenner cheaper than hot-onto-the-shelves new releases. If Nintendo want to try and thrash Sony, surely they should bring the Player's Choice games down to £20, so they can compete properly with the PlayStation's Platinum range?
Tony Welham, Cardiff

Yep, £30 is still too expensive for budget games, especially as you'd stand a fair chance of finding the likes of GoldenEye, Mario *and* Mario Kart *for less than a tenner in many of the country's swap shops and car boot sales... and, who knows, maybe even in the odd EB. Still, it's better than having your legs chopped off in a freak canoeing accident, we'd wager.* **Ed**

'Moustache'

In **N64**/32, you said that *World Driver Championship* would be released on September 24th. Well, I went to every town with electricity within a 14 mile radius and 'to my surprise' I couldn't find it because 'it's a jungle sometimes', and I found myself 'sitting in a cell, scared as hell', and all because I didn't notice that 'this girly had a moustache'.
Mad, Christchurch

Do you mean when has it been pushed back until? Disappointingly, November 5th (remember to keep our World Driver *guide from issue 34 safe!). Uh, but yes, 'ragga tip' and all that.* **Ed**



So tell me this

1. When does *Harvest Moon 2* on the N64 get a UK release?
2. What's the story with Psygnosis' *O.D.T.*?
3. Any chance of *Syndicate* for the N64? The SNES version was great.
Dr Bobcat, A Hospital
(*Yep* – Ed)

1. Some good news where this is concerned. Crave – who this month provided us with the profoundly whiffy Gex 3 – have confirmed that they'll be bringing the excellent Harvest Moon 2 to the UK "early next year". A firm release date hasn't been set yet, but it's fantastic news anyway. We'll keep you up to date.
2. Strange one, this. It's still on, but no one seems to know when it's coming out or who it's actually going through. Psygnosis certainly aren't doing it anymore, although it is being developed at their French studios. We'll keep you updated on this.
3. None whatsoever. Bullfrog don't do N64.

1. Are Zelda and Ganondorf slated to appear in *Zelda Gaiden*?
2. How will *Zelda Gaiden* improve on *Ocarina of Time*?
3. Where's *Metroid*, then?
David Kelly, Bromsgrove

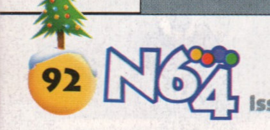
1. Not quite sure, to be honest. Apparently, all the characters from Ocarina will appear, but "in a slightly different guise". If we had to guess, we'd say, yep, they'll both be there.
2. It's more of a companion piece, really, though with its emphasis on masks, its structure is a little different. The game also uses the expansion pak, though not for the purposes of visuals. We expect Nintendo will use it for battles, enabling more enemies at any one time.
3. No news... still. Dolphin-bound, maybe.

1. Any news on when *ISS Millennium* will be out?
2. Will it be compatible with the expansion pak?
Graham Brown, Kent

1. No firm date, but we've played it this month – and you can read all about it on page 8. Early summer would make sense as the European Championships start in June, and football fever will be kicking off around then, but we're hoping for a spring release at **N64**.
2. Yes, indeed. As you'll find out if you flick to our Future Look, the new ISS does indeed use the expansion pak... though, not fantastically, yet. There's a few frame rate problems. But they should be smoothed out.

So, what's the real reason for *Perfect Dark*'s delay until April?
Gary Wotton, Plymouth

It genuinely is that they needed more time. We contacted Rare and they told us that the development team were implementing some "revolutionary new features that no one else has even considered". Quite what those features are is anybody's guess – they wouldn't tell us. Grumpsters. Us, we suspect it's tied into the multiplayer game. Er, maybe.



HOW TO...
fill your pockets in
JET FORCE GEMINI

Grab every object and organise a reunion with Mizar. by Mark Green

Make no mistake, *JFG* is absolutely *huge*. The number of hours it takes to re-unite the Jet Force team (which we dealt with in last month's issue) easily hits double figures. To find all the weapons, tribals and ship parts after the first Mizar battle can take the best part of *two weeks*. So, to prevent you spending days stuck on a single section, here's everything you'll need to know to reach Mizar for a second time. Best of luck...

WHAT WE SAID



We reviewed *Jet Force Gemini* in issue 34 and this is what we concluded:

"So much fun you'll want to shout and thank Rare that somebody still cares about gameplay."

N64 STAR GAME

93%

Mizar's Palace

● **Juno's Route** In the lobby, the second torch on the left is – gasp! – a secret tunnel. Juno can also earn a **SHIP PART** by winning the *Wipeout*-style race after you've defeated Mizar.

● **Vela's Route** After you've entered the underwater tunnel in the reflective room, swim right, left and straight on to escape.

● **Lupus' Route** The exit route from the darkened tunnels is left, straight on, then left.



Tribals

LOBBY (14)
2: Corner of leftmost lobby room.
3: Rightmost lobby room.
5: Two rooms on right after drop.
2: Room on left after drop.
2: Lava room.

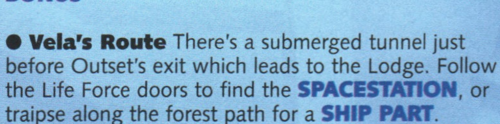
FLUME (6)
4: Room after water maze exit.
2: Up high in next room.

CHASM (10)
2: Near start.
4: Small hole in wall of darkened maze.
1: Behind top of lift.
1: Small hole behind waterfall.
2: On right prior to exit.

Goldwood

● **Vela's Route** Hug the right wall in the area with King Jeff's house – you'll stumble upon a secret area, containing a pond full o' fish (with a **TOTEM** at the bottom) and the **FISH FOOD**.

● **Any Route** Earn a Gold Medal in Floyd's Mission (in the Red Key area) for a **MULTIPLAYER BONUS**



● **Vela's Route** There's a submerged tunnel just before Outset's exit which leads to the Lodge. Follow the Life Force doors to find the **SPACESTATION**, or traipse along the forest path for a **SHIP PART**.

● **Lupus' Route** Just before you leave the Interior, shoot the treetop sniper and leap across to the newly-opened Life Force door. You'll find a **SHOCKER** and the entrance to the **GEM QUARRY**.



Tribals

OUTSET (7)
1: First forest corridor.
2: Inside first village's huts.
4: Near Yellow Key box in cave.

INTERIOR (9)
1: Next to crate in forest corridor.
2: Atop first ruined hut.
4: Near crates in clearing.
3: Behind crates where flying bots attack.

LODGE (15)
4: In hut near start.
3: On sinking platforms.
2: In room with Ship Part.
6: In huts before Gem Quarry exit.

RIM (11)
1: To left after first Life Force door.
2: To left after falling bug room.
1: Up high near stepping stones.
2: Through Life Force door near stepping stones.
1: Float across from white posts.
1: Barrel room to right of white posts.
2: Leftmost room after open-air walkway.
1: Large steps near big bug.

Spaceship

● **Any Route** As you step out of the ship, spin around and drop to the right. Using the crates as steps, you'll find the **FLAMETHROWER**. Beauty!

● **Any Route** A **TOTEM** is in the two-floored room with a jetpad on one side.





Tribals

ABANDONED WRECK (12)
4: In flamethrower area.
8: Scattered around station's four floors.

Gem Quarry

● **Any Route** Shoot at the gems to push them into the spinning generator. Once the beam's high enough to fix the planet's orbit, Jeff will hand over a **SHIP PART**.



Tribals

LANDING (5)
2: Immediately ahead at start.
1: Walking with lantern.
2: Near door to generator room.



SS Anubis

● **Any Route** Shoot the glass in the conveyor belt room, follow the doors and crawl into the small hole to find a mission for Floyd. It'll earn you the **EARPLUGS**.

● **Any Route** A **TOTEM** is in the corner of the room with the criss-cross walkway.



● **Any Route** Near Anubis' entrance, clamber up the crates on the right and enter the door. At the end of the crate-filled Depository is an exit to the **PEAK WALKWAY**.

● **Any Route** Use the jetpad near the Depository entrance to float up to a flying section. Talk to Midge for a **SHIP PART**.



● **Any Route** Having trouble finding all seven **COMPUTER PANELS**? There are two in the room with the moving lift, one on the way to the Depository, one in the room with six columns, one in the top corner of the criss-cross walkway room, one up high at the end of the conveyor belt room, and one in the prison room itself.

Tribals

HOLD (10)
2: Near big bug in second room.
1: On crate in moving lift room.
7: In prison cells.

DEPOSITORY (14)
5: In brightly-lit room at end of crate corridor.
9: Scattered near ship.

PASSAGEWAY (8)
2: Secret door just before sparking electricity.
6: In room past sea monster.

GO! GO!

Peak Walkway

● **Any Route** Use the jetpad round the back of the solitary building to fly up onto the roof and tag the **TOTEM**.

Tribals

PEAK (6)
4: Scattered around building exterior.
2: Tunnel beneath trapdoor.



Tawfret



● **Vela's Route** A **TOTEM** is in a submerged tunnel underneath the treetop huts.

● **Lupus' Route** In the rainy treetop village, use Lupus to jet over to the solitary hut, containing a **TOTEM**.

● **Vela's Route** There's a **SHIP PART** concealed underneath the tree where you found Gimlet's pants.

Tribals

BOG (10)
2: Behind Life Force door in first area.
1: Atop church ruin.
2: Behind wooden door in rightmost hut.
5: Underneath church trapdoor.

BRIDGE (12)
4: Near suspended treetops.
1: Behind door in Floyd's section.
1: Underneath trapdoor.
2: Beneath chimney.
2: Shoot first coffin within chimney and crawl in.
2: On ledge in room with flares (use flares).

CASTLE (6)
1: In room with columns.
1: In water channel near columns.
2: In small hole near two snipers.
2: Near final Life Force door.

Spawnship

● **Vela's Route** In the first upper-floor room, topple to the ground and swim through the underwater door for a **SHOCKER**

● **Juno's Route** There's a **SHIP PART** at the end of a corridor on the ground floor of the lava room.



● **Juno's Route** Also in the lava section, the **SHOCKER** is hidden through a door in the central section of the walkway.

Tribals

TROOP CARRIER (15)
1: Near door of first lift room.
1: Atop second Red Key door.
3: Scattered around ground floor rooms.
4: Through upstairs Green Key door.
3: In room with snipers.
2: Atop door of Vela's Shocker room.
1: High up in Vela's Shocker room (use pad).

Rith Essa

● **Vela's Route** There's a **TOTEM** in this level, hidden behind the soothing waterfalls near the Mine entrance.

● **Vela's Route** Give Gimlet the Specialist Magazine (found at Eschebone) to gain access to the Mines. Use the Change Tile (you'll need to blow open boxes to uncover lift switches on the way), then chat to Fishface to grab a **SHIP PART**.

● **Vela's Route** Another **TOTEM** is here. Find the mine lift which drops into water, then use the jet pad in the next room to float all the way to the top of the lift shaft.



● **Vela's/Juno's Route** The Ascent area of Rith Essa is through the Blue Door near the waterfalls.

Tribals

BLUFF (8)
2: First room through blue door.
2: In next cavern.
2: Upon exiting blue door tunnel.
2: Next to giant bugs on open-air walkway.

ASCENT (6)
2: Standing on first walkway.
4: In spiral room after skywalk.

INTERIOR (4)
1: On right as you enter.
1: On left in cave.
1: On shelf with coins.
1: On approach to exit.

MINE (16)
4: Underneath first bridge.
2: In first lift area.
1: On left at top of first lift.
2: Platform between two rope bridges.
1: Behind pillar after second rope bridge.
2: On Change Tile ledge.
1: Steps following Change Tile.
1: Below platform between two rope bridges.
2: Near Totem at top of lift shaft.

Eschebone



● **Any Route** Float across to the door near the Magenta Key, then earn a gold medal in the Floyd Mission for a **BONUS**

● **Any Route** Walk through the glowing ribs in the Thorax, blow open the wooden door and use the jetpad to fly up into a small tunnel. At the end of the corridor, a **SHIP PART** sits on a giant brain. Pleasant.



● **Vela's Route** The **BLUE KEY** and the **SPECIALIST MAGAZINE** are hidden in a watery tunnel near the end of this world. Look after you've exited the room with the vertical, gushing jets of gas.

Tribals

THORAX (6)
2: In first room.
2: In second room.
2: In third room.

APPROACH (12)
2: On pillars (drop down from Cortex entrance).
2: In room with central geyser.
2: Take first left in underwater tunnel.
2: Left at next underwater junction.
2: In light-filled room at next submerged junction.
2: On floor in room with Magenta Key.

CORTEX (5)
5: In gut tunnel.

Sekhmet

● **Any Route** The Magenta Door where you originally found Fishface leads to a **TOTEM** and a **SHIP PART**

● **Any Route** Access to the **WATER RUIN** is from Sekhmet. Look for the jetpad on the raised platform in the first long room, shoot to the top corridor and head left.



● **Lupus' Route** There's a **TOTEM** at the top of the spiral walkway – use Lupus to jet over to it.

Tribals

BATTLE CRUISER (15)
4: Near crates in start room.
2: In suspended corridor (use flypad).
2: First maze walkway (use pad).
1: Second maze walkway (use pad).
1: Third maze walkway (use pad).
3: In shaft of Green Key room (break glass above and use pad).
2: In lava room pipe.

Water Ruin

● **Any Route** Swim over to the castle ruin and hunt around the back to find the powerful **TIMED MINES**, which can also be used as proximity mines.



● **Any Route** Inside the ruin, you'll find a bear – give him the earplugs you found at SS Anubis to earn a **SHIP PART**.

Tribals

LOST ISLAND (8)
1: Behind ship at start.
1: Left of main walkway.
1: Sunken turret on right.
1: Side of castle near timed mines.
1: Top of jagged ruin behind castle.
1: Across from top of jagged ruin.
1: Opposite above.
1: Top of castle.

Cerulean

● **Any Route** You shouldn't have too much trouble finding the **TOTEM** – it's sitting in the room after the ice field.

Tribals

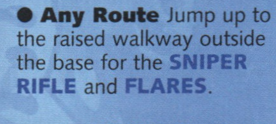
DUNE (8)
6: In room after ice field.
2: Behind ship at end.



Ichor

● **Juno's Route** In the area with the snipers and the jetpad, there's a **TOTEM** inside the high tunnel.

● **Any Route** Break the glass in the first indoor room to find a Floyd Mission. Earn a gold medal for the **ARCADE CHIP**.



● **Any Route** Jump up to the raised walkway outside the base for the **SNIPER RIFLE** and **FLARES**.

● **Juno/Vela's Route** Head through the Blue Door, then sniper the bugs outside. Inside the Big Bug Fun Club, use the Arcade Chip and beat both arcade games to earn two **BONUSES**.

● **Lupus' Route** There's a **SHIP PART** hidden in the room with the floating platforms and jetpad.

Tribals

MILITARY BASE (16)
2: Near big bug in L-shaped room
2: Oblong section of L-shaped room.
1: Corner of room with snipers.
1: Up high in sniper room (use jetpad).
1: Atop door of sniper room (use jetpad).
2: Up high in pneumatic pushers room (use Lupus).
3: Corner of coloured tiles room.
2: Corner of swinging platforms room.
1: Up high in swinging platforms room.
1: Atop door of swinging platforms room.

PERIMETER (8)
1: Corner of first indoor room.
2: Jet up to small tunnel in first indoor room.
2: Atop jutting wall.
1: On floor near jutting walls.
2: Next to bar of Big Bug Fun Club.



TIPS EXT

Duke Nukem: Zero Hour

UNLOCK ALL CHEATS
When 'Press Start' flashes up on screen, press Left-C, Left, Up, Right-C, R, R, Bottom-C, L, Top-C, Up, Right, Right-C, Start.

ALL WEAPONS AND AMMO
At the main menu, press A, B, A, Top-C, Bottom-C, L, A.

INFINITE LIVES
At the title screen, press Right-C, Left-C, R, R, L, L, L, Left, Right.

REGAIN HEALTH
Stand next to a gushing fire hydrant and press A to replenish your health.





TITANIC LEVEL
To access the 'Going Down' level, find all the time machine pieces before you enter 'The Rack'. A second exit portal will appear in a room near the first.

WETWORLD LEVEL
To access 'Wetworld', find the rail tracks on Level 3 and dive off the roof nearby into the water. Swim to the floating platform to find the level exit.

BIG HEAD MODE
Rescue all babes on 'Liberty or Death' to give the bad guys massive bonces.

BIG GUN MODE
Kill all enemies on 'Nuclear Winter' to increase the size of your weaponry.

FLAT GRAPHICS
Find all the secrets in 'Wetworld' to make the visuals flat and dull.

ICE SKIN
Find all babes in 'Fallout' to give the characters glistening complexions.

WEATHER CHEAT
Track down all secrets in 'Under Siege' to unlock the weather cheat.

HIGH SPEED ZOMBIES
Locate all babes in 'Dry Town' to create Linford-speed zombies.

MAXIMUM BLASTER AMMO
You can gain maximum ammo at all times for your guns by doing the following: Kill everyone in 'Jailbreak', 'Probing the Depths', 'Whitechapel Killings', 'Hydrogen Bomb' and 'The Brothers Nukem'. Rescue all babes in 'Up Ship Creek', 'Fort Roswell', 'Going Down' and 'Alien Mothership'. Obtain all secrets in 'Dawn Of The Duke' and 'The Rack'.

FIRST-PERSON MODE/ ACTION MODE
Beat the game to earn these two cheats. Action Mode causes all of the bad guys to keel over with one hit.

Tonic Trouble

EXTRA MOVES
When you bump into the Scientist, stand on the mushroom and face him. Now press R, R, Up, Down, Up on the D-pad, Down on the D-pad, Top-C, Bottom-C, Left-C, Right-C, Top-C, Top-C, Left-C, Left-C, Right-C, Right-C, Top-C, Top-C, Bottom-C, Bottom-C, Up, Down, Left, Right, Start. After a while, the scientist will yell, "You have all the items!", and give you all of Ed's extra moves.

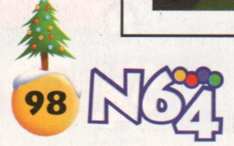


Hybrid Heaven



PLAY AS ALIEN
Tap in L, R, L, R and Z at the title screen. You can now play as the gribbly extra-terrestrial chap.

PLAY AS PRESIDENT WELLER
Enter L, R, L, R and Start at the title screen. The distinctly Clinton-like President is now at your bidding.



RA

Give Duke a big head and become the President of the USA in this month's three-pages worth of Tips Extra...

Command & Conquer



QUICK BUILDING
Highlight a unit, press A, then hold Z and A. This will create a copy of the unit without you having to use the toolbar.

NOD ATTACK HELICOPTER
Play as NOD, wait for the GDI to gain Orca technology, then steal a GDI helipad with an engineer. You'll now have the ability to build NOD Attack Helicopters and Orcas.

GOLD NOD WEAPONS
Play as GDI, then seize an airstrip from NOD. Your engineers will build NOD weapons coated in gold.

CHEAP ORCA
Build a heli-pad, then scrap it. You'll keep the Orca Helicopter, saving you 450 credits.

CHEAP TRUCK
Build a Tiberium Refinery, then sell it. You'll get 1,000 credits and an ore truck, saving you 200 credits.

X-FILES MOMENT
Play as the GDI on level 6, earn the Air Attack and order a bombing of the lower left-hand corner of the map. As the bombs are dropped, you'll see a UFO hanging around in the clearing.

FREE MONEY
Send troops to blow up a church in a civilian village. The soldiers will find a small bag, containing $2,000, in the rubble.

SELL SOLDIERS
Place soldiers near, or within, buildings that are about to be sold. The troops will be sold for full price.

SELL VEHICLES
Put an unwanted vehicle on the Repair Facility and try to sell it. The vehicle will be gone, and you'll be quids in.

STEAL HARVESTERS
Capture an enemy refinery while a harvester is depositing money into it to steal the harvester.

Re-Volt





UNLOCK ALL CARS AND TRACKS
Press B, A, Z, Z, A, B, L, A, and any C button on the password screen.

REVERSE TRACKS
Beat the Time Trial Challenges on every single course in each circuit to unlock the reverse tracks.

MIRROR TRACKS
Unlock the mirror courses by beating Time Trial Challenges on all the reverse tracks in a circuit.

REVERSE-MIRROR TRACKS
Race on these tracks by beating Time Trial Challenges on all the mirror courses in a circuit.

Classic tip 1080° Snowboarding

This wintery wonder from the team behind the fantastic *Wave Race* is out now on the budget Player's Choice label, so here are a few tips for you in case you're feeling a little 'snowed' under. Um, yes.

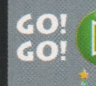
QUICK START
During the race countdown, push Up on the control stick just as the '1' disappears for a quick start. You can also push up after you've fallen to set off more quickly.

DO ANY TRICK
Pick an easy trick on half-pipe training mode, then push Right-C just before you hit the ground, chose another trick and press A. The game will believe you've pulled off the harder trick.

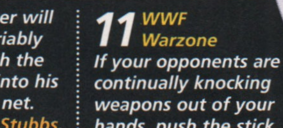
WATCH YOUR GHOST
Create a ghost in the trick attack mode, then watch the demo. When Kensuke Kimachi has finished, your ghost will appear.

RAPPIN' REPLAY
After you've completed the Half Pipe mode, switch to 'View Replay'. You can add scratching by moving the control stick in any direction.







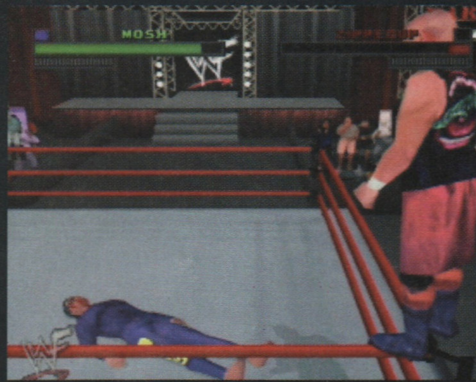


READERS' TOP 15 TIPS

Remember the best one wins a Makopad from Interact (01204 700139) and an exclusive **N64** pin badge.

Cheat of the month

1 WWF Attitude
Disappointed at the lack of a Training Mode? Create a custom wrestler with all attributes set to zero, then punch him until he's knocked out. Now you can practice the more difficult moves on him.
Tom Riley, Kent



2 Zelda
As little Link, agree to play the diving game at Zora's domain. Stand on the 'rumbling' platform, face the wall to the right of the ladder, then jump in as the timer hits zero. Link should fall straight to the bottom, allowing you to swim to an underwater hidden cave.
Thomas McAlinden, Co Armagh



3 Premier Manager 64
If one of your players is about to be sent off, press A to go to the subs screen just as the red card appears. Now swap the booked player for a sub, and you'll retain a full 11-man squad.
Trevor George, Nunhead

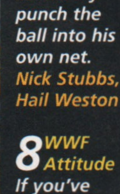
4 Quake 2
Turn on the Low Gravity cheat (S3TL 0WGR V1TY ????) and start a multiplayer game on the Mad Dash level. Now, if someone tries to dunk you in the lava pit, you can jump over to the side wall and land on an invisible platform.
Gavin Craig, Glasgow

5 GoldenEye
If you're running low on ammo, aim to shoot every enemy soldier in the head. They'll leave much more ammo this way, which comes in handy on the Complex level.
Daniel Murray, Co Sligo



6 Zelda
In the battle with Ganondorf, the five-pronged fireballs can be deflected with a spin attack timed correctly. This saves using Naryu's Love and wasting magic.
Andrew Chevezton, Romsey

7 FIFA '99
At a corner kick, pass the ball along the ground to the player in the middle of the area. Keep pressing B and the opposition keeper will invariably punch the ball into his own net.
Nick Stubbs, Hail Weston

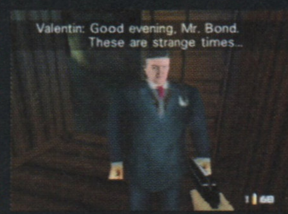


8 WWF Attitude
If you've been knocked down, enter a combo as you lie on the mat, but hold down the last button. As soon as your wrestler stands up again, the move will be executed.
Michael Carroll, Co. Wicklow

9 Turok 2
On Level 2, wait until the zombies have walked out of the Soul Gate room, then leg it past them so the door shuts behind you. Now you can take out the gate without being pestered.
Lee Apps, Kent

10 Bust-a-Move 3DX
Complete arcade mode without using continues and you'll get your hands on a new character. A chubby dinosaur, no less. What more could you ask for?
Tom Magness, Powys

11 WWF Warzone
If your opponents are continually knocking weapons out of your hands, push the stick away from them as you pick up the object. You'll slide away and avoid being lamped.
Alan Greensall, via e-mail

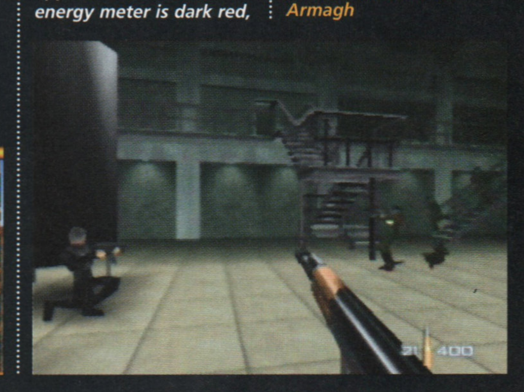


12 GoldenEye
Using the All Guns cheat on the Statue level, follow Valentin back to the main gate, then aim your sniper rifle through the bars. Valentin will be dancing around the helicopter.
Harry Silo, Kent

13 WWF Warzone
Pummel your opponent until their energy meter is dark red, then throw them into the corner of the ring so their back is facing you. Pull off a throw and watch your opponent float, dive out of the ring, then teleport back in again.
Bryn Davies, Vale of Glamorgan

14 WWF Attitude
Go to the Utilities menu and change the language to 'Teen'. You'll now hear different music in Chyna and X-Pac's entrances, and there'll be speech in the Road Dogg and Billy Gunn intros.
Andrew Simmonds, Waterlooville

15 GoldenEye
Enable Invincibility and Slow Animation on the Facility level, then kill Ourumov with your KF7. Trevelyan will now shoot the soldiers, with all his kills counting towards yours.
Sean Fitzpatrick, Co Armagh



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send



Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..

Address..

....

....

....

....

Postcode..



Issue 13 on sale Wednesday 03 November.



Dr Kitts is back with a smile, a wink, and a blood-filled syringe.



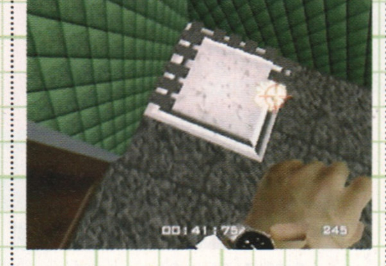


Dr Kitts,
I'm stuck very early on in *Banjo-Kazooie*. Captain Blubber's asking me to fetch his treasure, but I don't know where it is. Please help.
Lisa Davies, Cardiff

Dr Kitts' blinks unnecessarily quickly.
This is an easy problem to solve, Lisa. One piece – which I expect you've already collected – is in a room underneath the ship, accessible by performing the beak-buster move on the deck's trapdoor. The other gold bar is found by swimming into a small hole on the side of the ship.



Dr Kitts,
I can't get past the train level on *GoldenEye*, 00 Agent level. I can reach the last carriage and remove the floor, but Natalya always runs out of time to do her stuff on the computer. Please help!
David Woodison, Ayrshire



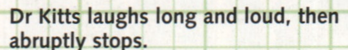
Dr Kitts consults his 'Medicine For Dummies!' textbook.
I'll let you in on a little secret of mine, David. As I enter the final carriage, I shoot Ourumov as usual, but also try to pop a cap in Xenia's 'ass'. Trevelyan waits for her to limp over, giving Natalya precious extra seconds to work her magic.

Dr Kitts,
I've managed to collect all of *Body Harvest*'s alien artefacts, but it doesn't seem to have *done* anything. Have my efforts been in vain?
Adam Drake, Earth (apparently)



Dr Kitts dials a practitioner friend in Scotland for assistance.
Ah, yes, Adam – if that is your real name. The artefacts, when collected, will allow you to revisit levels as one of the bad guys. This means that you'll have a mouth-watering selection of hugely destructive weapons at your disposal. Lovely.

Dr Kitts,
I've been all over Hyrule in *Zelda*, and I just can't seem to find the Naryu's Love spell. Also, I don't know who to sell all the masks from the Happy Mask Shop to.
Eric McIntyre, North Hants

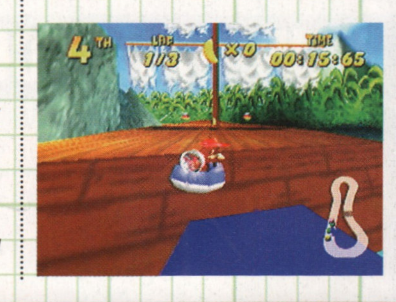


Dr Kitts laughs long and loud, then abruptly stops.
You are asking a lot of me, Eric. Nevertheless, here's a list of who to sell the four masks to:
Keaton Mask: The guard standing at the gates between Kakariko Village and Death Mountain.
Skull Mask: Solitary skull child in the Lost Woods.
Scary Mask: Kid wandering around Kakariko Village's graveyard.
Bunny Mask: The man running in Hyrule Field (he only stops at night).
You can now use the Mask Of Truth to extract useful information from the one-eyed giggling statues. Oh, and if you bomb the crack in the wall of the Desert Colossus' (between the two palm trees), you'll find the Naryu's Love spell.



Dr Kitts,
I can't find the key for the locked door on *Diddy Kong Racing*'s Sherbert Island. Argh!
Niamh Cambell, Belfast

Dr Kitts checks his watch and tuts loudly.
I'm just about to close the surgery, Niamh, but... well, just this once. The key is found in Crescent Island. Use the hovercraft to steer into the ocean on the left and search for a small alcove. Done and done.



Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

....

..........Postcode ....

I'M THE BEST

Think you're a classy gamer? Showcase your talents here.

It's a review-packed issue this month, that's for sure and all the new titles on the shelves of your local gaming emporium mean plenty of opportunities for new I'm the Best-age. The superb *Mario Golf* should be cropping up next month, and *World Driver Championship* and *Jet Force Gemini* should be clamouring for some action the month after that.

If there are any other games that you think we should be featuring on these pages then send in your times and we'll start a league! Tops!



New League

JET FORCE GEMINI

We want your times for the following:

FLOYD MISSIONS
- Goldwood
- Eschebone
- SS Anubis
- Ichor

JEFF & BARRY ARCADE RACING 1 & 2

STAR PERFORMANCE

Mario Golf, then. We love it and last month we asked for your *Mario Golf* times so we could include a league in I'm the Best. But before we'd even printed the mag, Edward Melech from London was busy perfecting his strokes and photographing the results.

So, as the first person to send us evidence of a hole-in-one, Edward earns himself a classy new joypad from those lovely people at Interact (01204 700139). Congratulations Edward. And remember, if you think you've achieved a gaming feat that we'd be mighty impressed with, send it in to us, clearly marking your envelope 'Star Performance'. Nicely.

NEW HIGH SCORE!

Way back in issue 34 we asked for your *World Driver* times. Unfortunately, the game's release date slipped to November 5th – which means it should finally be out *now* so make sure you grab yourself a copy.

Instead, we've decided to award a funky Interact (01204 700139) joypad to Chris Adams from London for his superb *Wipeout 64* times. Well done Chris.



THIS MONTH'S TIME TO BEAT

We were pretty sure *Jet Force* would prove to be a blinding bug-blaster and we weren't wrong. So, you should have had time to get hold of a copy of the game by now and we want you to have a go at beating 27 seconds on Jeff and Barry's Arcade Racing 1. We'll print the best times in issue 38.

Wipeout 64

KLIES BRIDGE		
1	0:20.2	Chris Adams, *London*
2	0:20.7	Rob van der Kooi, *N'lands*
3	0:21.0	Ian Ellis, *Wrexham*
4	0:21.4	Anthony Kay, *Macclesfield*
QORON IV		
1	0:31.3	Chris Adams, *London*
2	0:32.0	Rob van der Kooi, *N'lands*
3	0:32.4	Anthony Kay, *Macclesfield*
4	0:34.7	Ian Ellis, *Wrexham*
SOKANA		
1	0:33.7	Chris Adams, *London*
2	0:35.4	Rob van der Kooi, *N'lands*
3	0:36.2	Anthony Kay, *Macclesfield*
4	0:46.0	Ian Ellis, *Wrexham*
DYRONESS		
1	0:24.3	Chris Adams, *London*
2	0:24.4	Rob van der Kooi, *N'lands*
3	0:24.6	Anthony Kay, *Macclesfield*
4	0:27.4	Ian Ellis, *Wrexham*
MACHAON II		
1	0:37.1	Chris Adams, *London*
2	0:37.9	Rob van der Kooi, *N'lands*
3	0:38.2	Anthony Kay, *Macclesfield*
4	0:43.9	Ian Ellis, *Wrexham*
TERAFUMOS		
1	0:31.8	Rob van der Kooi, *N'lands*
2	0:32.2	Chris Adams, *London*
3	0:32.5	Anthony Kay, *Macclesfield*
4	0:36.5	Ian Ellis, *Wrexham*

Quake II

STROGG OUTPOST		
1	0:25	Peter Tweedie, *Woking*
2	0:25	Jan-Erik Spangberg, *Sweden*
3	0:29	Andrew Mills, *Dundee*
4	0:29	David Park, *Tyne & Wear*
5	0:34	Chris Scott, *Dulwich*
CENTRAL COMPLEX		
1	1:19	Andrew Mills, *Dundee*
2	1:22	David Park, *Tyne & Wear*
INTELLIGENCE CENTRE		
1	1:18	David Park, *Tyne & Wear*
2	1:22	Andrew Mills, *Dundee*
COMMS CENTRE		
1	0:41	Andrew Mills, *Dundee*
2	0:47	David Park, *Tyne & Wear*
ORBITAL DEFENCE		
1	1:29	David Park, *Tyne & Wear*
2	1:34	Andrew Mills, *Dundee*
DOCKING STATION		
1	1:03	David Park, *Tyne & Wear*
2	1:16	Andrew Mills, *Dundee*
STROGG FREIGHTER		
1	1:31	Andrew Mills, *Dundee*
2	1:47	David Park, *Tyne & Wear*
CARGO BAY		
1	1:16	David Park, *Tyne & Wear*
2	1:20	Andrew Mills, *Dundee*



Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:30.609	Daniel Durdin, *Woking*
2	0:31.529	Sean Keating, *Cumbria*
3	0:32.939	Tony Durrant, *Bognor Regis*
4	0:33.696	Davinder Singh Bhachu, *London*
5	0:33.935	Thomas Hower

MON GAZZA SPEEDWAY

1	0:13.613	Daniel Durdin, *Woking*
2	0:14.715	Neil Glenister, *High Wycombe*
3	0:14.789	Luke Oswin, *Leicester*
4	0:15.050	Craig Garlick, *Walsall*
5	0:15.218	Anthony Ratnasothy, *Essex*

BEEDO'S WILD RIDE

1	1:02.242	Luke Oswin, *Leicester*
2	1:04.159	Andrew Mills, *Dundee*
3	1:04.636	Arif Mollah, *Rochdale*
4	1:05.084	Jan-Erik Spangberg, *Sweden*
5	1:05.268	Neil Glenister, *High Wycombe*

MALASTARE 100

1	0:39.825	Anthony Ratnasothy, *Essex*
2	0:40.072	Nader Kohbodi, *Anglesey*
3	0:40.115	Jon Burnage, *Southampton*
4	0:40.320	Neil Glenister, *High Wycombe*
5	0:40.435	Jan-Erik Spangberg, *Sweden*

VENGEANCE

1	1:11.881	Jan-Erik Spangberg, *Sweden*
2	1:12.290	Nader Kohbodi, *Anglesey*
3	1:13.573	James Swain, *Essex*
4	1:14.000	Arif Mollah, *Rochdale*
5	1:14.002	Neil Glenister, *High Wycombe*

SCRAPPERS RUN

1	0:42.275	Jan-Erik Spangberg, *Sweden*
2	0:42.496	Nader Kohbodi, *Anglesey*
3	0:43.226	Luke Oswin, *Leicester*
4	0:43.321	Neil Glenister, *High Wycombe*
5	0:43.610	James Swain, *Essex*

ANDO PRIME CENTRUM

1	0:59.390	Dominic Tourner, *Australia*
2	0:59.611	Luke Oswin, *Leicester*
3	1:00.416	Thomas Hower
4	1:00.429	Sam and Guy Jhonson, *London*
5	1:00.484	Jon Burnage, *Southampton*

EXECUTIONER

1	1:23.611	Luke Oswin, *Leicester*
2	1:27.559	Jan-Erik Spangberg, *Sweden*
3	1:29.381	Neil Glenister, *High Wycombe*
4	1:30.427	Andrew Mills, *Dundee*
5	1:31.277	Malcolm Sheen, *Lanarkshire*

Beetle Adventure Racing



COVENTRY COVE

1	4'44"28	Matthew Leach, *Cheshire*
2	4'47"81	Craig Wood, *West Sussex*
3	4'48"61	Jan-Erik Spangberg, *Sweden*
4	4'51"29	Thomas Hower, *Denmark*
5	4'51"45	Neil Cartlidge, *Bedfordshire*

MOUNT MAYHEM

1	4'48"42	Matthew Leach, *Cheshire*
2	4'50"03	Jan-Erik Spangberg, *Sweden*
3	4'53"13	Evren Ondeafendi, *London*
4	4'53"81	Osman Sharif, *Oxford*
5	4'55"17	Chris Haslam, *Bury*

SUNSET SANDS

1	5'25"73	James Robinson, *Cheshire*
2	5'30"26	Martin Van Duuren, *Holland*
3	5'42"05	Thomas Hower, *Denmark*
4	5'43"41	Simon Jeffree, *Northampton*
5	5'47"44	Craig Wood, *West Sussex*

INFERNO ISLE

1	6'33"09	Jan-Erik Spangberg, *Sweden*
2	6'39"95	Martin Van Duuren, *Holland*
3	6'42"32	Evren Ondeafendi, *London*
4	6'45"33	Osman Sharif, *Oxford*
5	6'53"05	Peter Biddle, *Oxon*

METRO MADNESS

1	5'49"03	Ross Anderson, *Peterborough*
2	5'50"49	James Robinson, *Cheshire*
3	5'53"88	Martin Van Duuren, *Holland*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS

1	4'05"93	Osman Sharif, *Oxford*
2	4'08"58	Ben Staples, *Watchet*
3	4'11"17	Evren Ondeafendi, *London*
4	4'15"80	Martin Van Duuren, *Holland*
5	4'19"32	Thomas Hower, *Denmark*

F1 WGP 2



UK (PAL) TIMES ONLY (No secret cars)

AUSTRALIA

1	1'06"41	Robert Watkin, *London*
2	1'08"26	James Hegarty, *Belfast*
3	1'09"12	Chris Pearson, *Skipton*
4	1'09"54	Stuart Black, *Middlesex*
5	1'09"76	Tom White, *West Sussex*

MONACO

1	1'07"07	Chris Pearson, *Skipton*
2	1'10"01	James Hegarty, *Belfast*
3	1'11"57	Robert Watkin, *London*
4	1'16"01	Dane Lane, *Notts*
5	1'22"13	Craig Smith, *Bury*

SPAIN

1	1'08"40	Chris Pearson, *Skipton*
2	1'10"01	Robert Watkin, *London*
3	1'11"57	James Hegarty, *Belfast*
4	1'24"23	Craig Smith, *Bury*
5	1'24"28	Alan Blacklock, *Andover*

BELGIUM

1	1'25"94	Alan Blacklock, *Andover*
2	1'28"07	Chris Pearson, *Skipton*
3	1'30"63	Robert Watkin, *London*
4	1'31"35	Craig Smith, *Bury*
5	1'31"43	James Hegarty, *Belfast*

JAPAN

1	1'16"85	Chris Pearson, *Skipton*
2	1'19"37	Robert Watkin, *London*
3	1'23"09	James Hegarty, *Belfast*
4	1'37"43	Craig Smith, *Bury*
5	1'40"19	Alan Blacklock, *Andover*

BRITAIN

1	1'05"99	Chris Pearson, *Skipton*
2	1'06"76	James Hegarty, *Belfast*
3	1'06"83	Robert Watkin, *London*
4	1'25"70	Alan Blacklock, *Andover*
5	1'27"23	Craig Smith, *Bury*

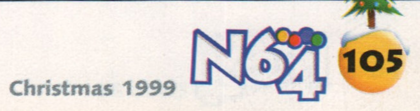
BRAZIL

1	1'01"37	Chris Pearson, *Skipton*
2	1'02"39	James Hegarty, *Belfast*
3	1'03"89	Robert Watkin, *London*
4	1'15"17	Craig Smith, *Bury*
5	1'19"34	Alan Blacklock, *Andover*

FRANCE

1	1'01"01	Chris Pearson, *Skipton*
2	1'02"46	James Hegarty, *Belfast*
3	1'03"41	Robert Watkin, *London*
4	1'16"19	Craig Smith, *Bury*
5	1'17"52	Alan Blacklock, *Andover*





F1 World Grand Prix



UK (PAL) TIMES ONLY (No secret cars)

SAN MARINO		
1	1'04"32	Christopher Gregory, *Nelson*
2	1'04"36	Jack McCarthy, *Dublin*
3	1'05"33	Tony Dunster, *London*
4	1'05"60	Kristoffer Thorbjornsen, *Fife*
5	1'05"90	Joachim Clauwers, *Belgium*

SPAIN		
1	1'01"04	Ben Green, *Cheltenham*
2	1'02"91	Christopher Gregory, *Nelson*
3	1'04"30	Jack McCarthy, *Dublin*
4	1'04"37	Joachim Clauwers, *Belgium*
5	1'05"44	Hedley Gabriel, *Essex*

CANADA		
1	0'55"93	Joachim Clauwers, *Belgium*
2	0'56"69	Jack McCarthy, *Dublin*
3	0'56"79	Anders Ringdal, *Norway*
4	0'58"33	Kristoffer Thorbjornsen, *Fife*
5	0'58"79	Christopher Gregory, *Nelson*

HUNGARY		
1	1'00"27	John Williams, *Bridgend*
2	1'00"85	James Hegarty, *Belfast*
3	1'00"88	Joachim Clauwers, *Belgium*
4	1'02"04	Jack McCarthy, *Dublin*
5	1'02"44	Kristoffer Thorbjornsen, *Fife*

BELGIUM		
1	1'22"08	Jack McCarthy, *Dublin*
2	1'22"26	Hedley Gabriel, *Essex*
3	1'22"80	Joachim Clauwers, *Belgium*
4	1'23"88	Anders Ringdal, *Norway*
5	1'24"66	Kristoffer Thorbjornsen, *Fife*

AUSTRIA		
1	0'53"29	Joachim Clauwers, *Belgium*
2	0'54"12	Jack McCarthy, *Dublin*
3	0'54"97	Anders Ringdal, *Norway*
4	0'55"49	Kristoffer Thorbjornsen, *Fife*
5	0'55"68	James Hegarty, *Belfast*

New Leagues!

We've asked for lots of new times over the last few months, so in case you've forgotten, or missed out on an issue, here's a quick reminder:

Mario Golf

We want your times for the following courses:

- Toad Highlands
- Koopa Park
- Shy Guy Desert
- Yoshi's Island
- Boo Valley
- Mario's Star

Choose the Speed Golf option and you'll get a Time Trial at the end.



World Driver Championship

We want your times for the following tracks:

- New Zealand A
- Hawaii A
- Rome B
- Sydney A
- Kyoto A
- Black Forest A



Jet Force Gemini

We want your times for the following:

FLOYD MISSIONS
- Goldwood
- Eschebone
- SS Anubis
- Ichor

JEFF & BARRY ARCADE RACING 1 & 2



Rogue Squadron



UK (PAL) TIMES ONLY

AMBUSH AT MOS EISLEY		
1	0:38	Martin Critchley, *Doncaster*
2	0:45	Brendan Edge, *Nottingham*
3	0:53	Richard Dunn, *Lincolnshire*
4	0:55	Andrew Harvey, *Reading*
5	0:56	Jan-Erik Spangberg, *Sweden*

LIBERATION OF GERRARD V		
1	4:04	Jan-Erik Spangberg, *Sweden*
2	4:05	Richard Dunn, *Lincolnshire*
3	4:14	Philip Ward, *Portsmouth*
4	4:20	Simon Duroe, *Wales*
5	4:20	Martin Critchley, *Doncaster*

SEARCH FOR THE NONNAH		
1	3:31	Richard Dunn, *Lincolnshire*
2	3:33	Jan-Erik Spangberg, *Sweden*
3	3:38	Martin Critchley, *Doncaster*
4	3:46	Philip Ward, *Portsmouth*
5	4:26	Peter Cooper, *High Wycombe*

BATTLE OF HOTH		
1	2:49	Jan-Erik Spangberg, *Sweden*
2	2:58	Simon Duroe, *Wales*
3	3:08	Andrew Harvey, *Reading*
4	3:11	Morten Tronstad, *Norway*
5	3:11	Brendan Edge, *Nottingham*

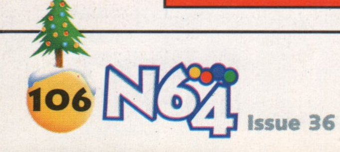
RESCUE ON KESSELL		
1	0:24	Jan-Erik Spangberg, *Sweden*
2	0:25	Danny Dunn, *Lincolnshire*
3	0:28	Morten Tronstad, *Norway*
4	0:30	Ryan Medlock, *Surrey*
5	0:35	Alex Henderson, *Bury St. Edmunds*

THE BATTLE OF CALAMARI		
1	3:00	Richard Dunn, *Lincolnshire*
2	3:07	Jan-Erik Spangberg, *Sweden*
3	3:28	Morten Tronstad, *Norway*
4	3:46	Simon Duroe, *Wales*
5	3:51	Josh Bryson, *Cheltenham*

DEFECTION AT CORRELLIA		
1	7.12	Simon Duroe, *Wales*
2	7.29	Jan-Erik Spangberg, *Sweden*
3	7:38	Andrew Harvey, *Reading*
4	7:43	Brendan Edge, *Nottingham*
5	8:15	Philip Ward, *Portsmouth*

BATTLE ABOVE TALORAAN		
1	2:02	Danny Dunn, *Lincolnshire*
2	2:24	Jan-Erik Spangberg, *Sweden*
3	3:05	Peter Cooper, *High Wycombe*
4	3:06	Brendan Edge, *Nottingham*
5	3:45	Philip Ward, *Portsmouth*

DEATH STAR TRENCH RUN		
1	1:51	James Skuse, *Caterham*
2	1:51	Niklas Burdon, *Newcastle Upon Tyne*
3	1:51	Liam Carroll, *Carnforth*
4	1:51	Peter Cooper, *High Wycombe*
5	1:52	Louis Constant, *Birchington*



F-Zero X

UK (PAL) TIMES

SAND OCEAN

1	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
2	1'16"917	David Van Moer, *Belgium*
3	1'17"007	Morten Tronstad, *Norway*
4	1'17"448	Tony Dunster, *London*
5	1'17"656	Jason Eggington, *E. Yorkshire*

BIG BLUE

1	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
2	1'31"999	Tony Dunster, *London*
3	1'32"502	David Van Moer, *Belgium*
4	1'33"249	Adam Tucker, *Norfolk*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA

1	1'24"792	Morten Tronstad, *Norway*
2	1'24"830	David Van Moer, *Belgium*
3	1'24"888	Victor Hacon, *Norfolk*
4	1'24"935	Gary Carney, *Newcastle-upon-Tyne*
5	1'25"196	Tony Dunster, *London*

DEVIL'S FOREST 2

1	1'16"218	Hedley Gabriel, *Essex*
2	1'21"038	Adam Tucker, *Norfolk*
3	1'22"152	D. D. Ramone, *Carlisle*
4	1'22"591	Sam Fenwick, *Leighton Buzzard*
5	1'22"960	Gary Carney, *Newcastle-upon-Tyne*

FIRE FIELD

1	1'15"183	D. D. Ramone, *Carlisle*
2	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
3	1'19"908	David Van Moer, *Belgium*
4	1'21"830	Matthew Sexton, *Bedford*
5	1'22"251	Hedley Gabriel, *Essex*

RED CANYON 2

1	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
2	1'35"555	D. D. Ramone, *Carlisle*
3	1'39"323	Tony Dunster, *London*
4	1'40"773	Morten Tronstad, *Norway*
5	1'42"658	Steve Woolley, *Norfolk*

SPACE PLANT

1	2'02"173	D. D. Ramone, *Carlisle*
2	2'05"109	Sam Fenwick, *Leighton Buzzard*
3	2'05"442	Gary Carney, *Newcastle-upon-Tyne*
4	2'05"581	Alan Bell, *Milford Haven*
5	2'06"514	David Van Moer, *Belgium*

PORT TOWN 2

1	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
2	1'54"190	Adam Tucker, *Norfolk*
3	1'54"461	David Van Moer, *Belgium*
4	1'54"676	D. D. Ramone, *Carlisle*
5	1'56"702	Patrick Wessels, *Holland*

SAND OCEAN 2

1	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
2	1'37"834	Tony Dunster, *London*
3	1'38"635	D. D. Ramone, *Carlisle*
4	1'39"191	David Van Moer, *Belgium*
5	1'39"894	Steve Woolley, *Norfolk*

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK

1	1'32"40	Andrew Mills, *Dundee*
2	1'34"40	Anthony Kay, *Macclesfield*
3	1'34"40	Andrew Harvey, *Reading*
4	1'34"50	Edward Lunn, *West Sussex*
5	1'34"83	Shaun Bird, *Suffolk*

FROSTY VILLAGE

1	1'20"65	Anthony Levitt, *Swanley*
2	1'22"10	Morten Tronstad, *Norway*
3	1'25"51	Adam Tucker, *Norfolk*
4	1'25"95	Shaun Baker, *Bristol*
5	1'26"61	Edward Lunn, *West Sussex*

WHALE BAY

1	0'56"51	Morten Tronstad, *Norway*
2	0'56"75	Adam Tucker, *Norfolk*
3	0'58"71	Andrew Mills, *Dundee*
4	0'59"43	Danny Dunn, *Lincolnshire*
5	1'00"06	Anthony Levitt, *Swanley*

PIRATE LAGOON

1	1'05"66	Morten Tronstad, *Norway*
2	1'05"73	Jan-Erik Spangberg, *Sweden*
3	1'06"46	Anthony Levitt, *Swanley*
4	1'08"95	Andrew Mills, *Dundee*
5	1'10"30	Shaun Baker, *Bristol*

TREASURE CAVES

1	0'48"61	Daniel Carlsson, *Sweden*
2	0'49"06	Richard Dunn, *Lincolnshire*
3	0'49"76	Adam Tucker, *Norfolk*
4	0'50"53	Andrew Harvey, *Reading*
5	0'50"86	Andrew Mills, *Dundee*

BOULDER CANYON

1	1'33"26	Morten Tronstad, *Norway*
2	1'33"81	Danny Dunn, *Lincolnshire*
3	1'36"40	Andrew Mills, *Dundee*
4	1'37"36	Peter Lunn, *West Sussex*
5	1'43"26	Andrew Harvey, *Reading*

HAUNTED WOODS

1	0'54"06	Daniel Carlsson, *Sweden*
2	0'54"95	Jan-Erik Spangberg, *Sweden*
3	0'55"75	Adam Tucker, *Norfolk*
4	0'55"86	Richard Dunn, *Lincolnshire*
5	0'57"06	Tim Booth, *Shrewsbury*

STAR CITY

1	1'29"53	Adam Tucker, *Norfolk*
2	1'30"90	Richard Dunn, *Lincolnshire*
3	1'31"76	Anthony Levitt, *Swanley*
4	1'31"93	Morten Tronstad, *Norway*
5	1'33"71	Tim Booth, *Shrewsbury*

SPACEPORT ALPHA

1	1'40"71	Andrew Mills, *Dundee*
2	1'43"10	Morten Tronstad, *Norway*
3	1'51"10	Tim Booth, *Shrewsbury*
4	1'51"31	Shaun Baker, *Bristol*
5	1'52"11	Edward Lunn, *West Sussex*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.



It's bigger, better and fitter than ever! What better Chrimbo present can there be than a spell in Skill Club?

Strange times are afoot in the **N64** office. Mark, for some inexplicable reason, believes Tina from renowned popsters, S-Club 7 fancies him – they've got the same birthday and they're the same age, apparently – while Andrea and Jes both allegedly enjoyed holidays in Greece and Turkey though came back with no tan whatosever, leading to rumours that they actually vacationed in Clacton-on-Sea and Margate respectively.

And, wouldn't you know it, Skill Club 64 has also gone a bit mental this month too, with the introduction of our Platinum Club leading to A-Team-like scraps amongst the **N64** readership, with a host of the UK's best gamers trying their darndest to get their name into our all-new top league. Feisty! Fancy some yourself? Well, just take a look at the challenges opposite, get gaming and fill out the form.

Oh, and remember! If you get Platinum licked, you'll receive a rare **N64** Magazine T-Shirt, an **N64** Magazine pin badge and, of course, an exclusive Platinum Club certificate. Boo and, indeed, yakka.

And don't forget that the Bronze, Silver and Gold Clubs are still going strong, and that upgrading yourself from the Silver to the Platinum Club also wins you a Manta Ray pad from Nugen (01992 706407).

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in* Mario Kart *and* Wave Race.
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything onto the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64** *Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

---

skill club 64 ENTRY FORM

Hello there, I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 64 league. I include proof of my achievements in:

A	Super Mario 64	K	Yoshi's Story
B	DKR	L	Banjo-Kazooie
C	Lylat Wars	M	1080°
D	GoldenEye 007	N	F-Zero X
E	ISS64	O	Zelda
F	Mario Kart 64	P	Turok 2
G	Pilotwings 64	Q	Rogue Squadron
H	Turok	R	F1 World GP
I	Blast Corps	S	FIFA '99
J	Wave Race 64	T	Star Wars: Racer

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

challenge A — Super Mario 64



What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with that magic 120 (stars) in the top right corner.
Helpful tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. And DGG + No. 4.

challenge B — Diddy Kong Racing



What you must do: Finish the game in Mirror mode.
Proof: We need a picture of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in **N64**/10, and our guides in **N64**/11 and 12. Also, don't forget the DGG + with issue 11.

challenge C — Lylat Wars



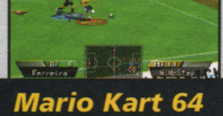
What you must do: Finish the game with 1,500 hits or more. If you can.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: **N64**/8's free poster and the DGG + No. 2.

challenge D — GoldenEye 007



What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine that came with **N64**/9, tips in **N64**/10 and 12 and the Double Game Guide + on the front of **N64**/12.

challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in **N64**/4 and 14.

challenge F — Mario Kart 64



What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R). Manage that can you?
Helpful tips: Review in **N64**/4, tips in **N64**/5. DGG + No. 2.

challenge G — Pilotwings



What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in **N64**/6 and tips in the Double Game Guide + on the front of **N64**/19.

challenge H — Turok: Dinosaur Hunter

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible – important, that bit.
Helpful tips: None available.

challenge I — Blast Corps





What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in **N64**/8 and the Double Game Guide + on the front of **N64**/16.

challenge J — Wave Race 64





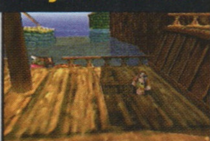
What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: There're tips in **N64**/2 and the DGG + on the front of **N64**/14.

challenge K — Yoshi's Story



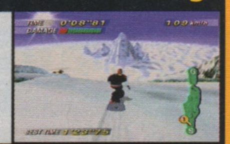
What you must do: Score more than 34,848 in the main section of the game.
Proof: A picture of the game's final score screen at the end.
Helpful tips: The tips in **N64**/16 and the Double Game Guide + on the front of **N64**/9 should prove very handy.

challenge L — Banjo-Kazooie



What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in **N64**/19 and DGG + No. 9.

challenge M — 1080° Snowboarding



What you must do: Score over 80,000 in the ever so tricky Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: **N64**/22's Double Game Guide +.

challenge N — F-Zero X



What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in **N64**/24's DGG +.

challenge O — Zelda



What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in **N64**/26 will tell you everything you need to know.

challenge P — Turok 2



What you must do: Finish the first level in under 40 minutes. Go on, give it a go.
Proof: Save the game at the end of the first level, quit, and take a snapshot of the load game screen.
Helpful tips: This is very tough. Plenty of tips in **N64**/24.

challenge Q — Rogue Squadron



What you must do: Clock up 30 kills (and a Gold medal) on Death Star Trench Run. If you haven't reached it, type in DEADDACK as a password to open up all the levels.
Proof: A picture of the end-of-level medal screen.
Helpful tips: **N64**/27's guide, or **N64**/31's DGG +.

challenge R — F1 World Grand Prix



What you must do: Be the champion at the end of a whole season, that's 17 races, on simulation mode. This will take time.
Proof: A picture of the awards screen when you've won.
Helpful tips: Check out the course maps and tips in the Double Game Guide + on the front of **N64**/22.

challenge S — FIFA 99





What you must do: Take Southampton to the Premier League Championship on the hardest difficulty setting.
Proof: A video of the full time results menu, and the subsequent awarding of the League Championship
Helpful tips: Check out our guide in **N64**/28.

challenge T — Star Wars Episode 1: Racer





What you must do: Complete Sunken City and Scrapper's Run on the Semi-pro Podracing Circuit clocking up times of 6'46"450 and 2'45"762 respectively.
Proof: Proof of the lap time screen on completion of the race.
Helpful tips: Look at the tips in **N64**/31 and **N64**/32.

GO! GO!

PLATINUM Club

complete 14 challenges

Christopher Davies,	Croydon
Andrew Mills,	Londonderry
David Nicol,	Cambridge
Richard Davies,	Rotherham
Stephen Adams,	Dundee
Graham Underwood,	Cumbria
Andrew McGrae,	Southport
Derek Thomson,	Edinburgh
Craig Silcocks,	Trowbridge
Alan Deas,	Scotland
Craig Smith,	Bury
Greg Duncan,	Glasgow
Aidan Murray,	Co. Cork
Paul Isaia,	Southampton
Daniel Syversen,	Norway
Patrick Wessels,	Surrey
Ross McKinstray,	Arbroath
David Crowther,	Kent
Stephen McMahon,	Co. Down
Michael Mawdsley,	Southport
Paolo De Luca,	Italy
George Ransley,	Southampton
Sjoerd Hatzmann,	Holland
Tjeerd Van Deemtere,	Holland

GOLD Club

complete 10 challenges

Kelly Humphreys, *Marlow*
Gregor Richards, *Dorking*
Stuart Richards, *Dorking*
John Kostons, *Nederland*
Piet dem Dulk, *Holland*
Robert Gallagher, *Eastleigh*
Ingvar Arnorson, *Iceland*
David Sharp, *Clackmannanshire*
Shane Roberts, *Spalding*
Mark Currid, *Ireland*
David Keane, *Sandwich*
Stelios & Orestis Giaremelos, *Greece*
Michael J.K Bevan, *New Zealand*
Chris Smith, *Tyne & Wear*
Kostas A. Mitzithras, *Greece*
Richard Ford, *London*
Phill Young, *Northallerton*
Scott Brown, *Stocksfield*
Daniel McCann, *Glasgow*
Afong Toh, *Netherlands*
Brett Slader, *Australia*
Gary Thomson, *Mid Lothian*
Nick & Chris Robinson, *West Sussex*
Alan Dundas, *Angus*
Jeremy Hammett, *Woking*
Tom Spurrier, *Southampton*
Mark Reilly, *Glasgow*
Antonio Vites Carmora, *Spain*
Chris Partridge, *East Sussex*
Jesús Ramos Membrive, *Spain*
Chris Ross, *Angus*
Ross Duncan, *Nairn*
Joshua Takaoka, *Newbury*
Paul Northend, *Middlesborough*
Bill McCoist, *Fareham*
Tom Magee, *Catterick*
Peter Tweedie, *Woking*
Andrew Harvey, *Twyford*
Daniel Carlsson, *Sweden*
Chris & Kevin Fennelly, *London*
Gregory Kuzdenyi, *Ealing*
Kenton Knop, *America*
Michael Cunningham, *Australia*
Alex Deas, *Scotland*
Davy James, *Powys*
Lawson Gavin, *Co. Offaly*
Matthew Weston, *Nottingham*
Gearoid Reidy, *Co. Offaly*
Christopher McCabe, *Co. Down*
Robert Clark, *Kent*
Dee Dee Ramone, *Cumbria*
Steve Keenan, *Norfolk*
Daniel Lorenz, *Oxon*
Chris Richmond, *Australia*
Chris Gray, *Fife*
Martin Rosinski, *London*
James Hegarty, *Belfast*
Jamie Hobbs, *Norfolk*
Nick Haynes, *Orpington*
Colin Taylor, *Barnet*
Mariusz Panczar, *Poland*
Morten Tronstad, *Norway*
David Smart, *Glasgow*
Aidan Murray, *Co. Cork*
Gavin Bolder, *Kent*
Aaron Clack, *Kent*
Aidan Murray, *Co. Cork*
Martin Flynn, *Kent*
Griffin Leadebrand, *Australia*
Ryan McIlvenna, *Antrim*
Steven Ward, *Hawes*
Kevin Sutton, *Tipperary*
Alan West, *Suffolk*
Adam Taylor, *Norfolk*
Dylan Foale, *Devon*
Nathan Jones, *Bucks*
Patrick Richards, *Australia*
Aaron Norris, *Australia*
Lewis Prattis, *Cambs*
Martijn van Waveren & Max Borthwick, *Edinburgh*
Jack Gilbey, *Bridgeport*
Iain Dalby, *Tyne & Wear*
Christopher Grant, *Scotland*
Pieter van den Brink, *Netherlands*
David Heath, *East Sussex*
David Conroy, *Accrington*
Paul Walker, *Kidderminster*
Alastair McKellar, *Nairn*
Adam Holmes, *Birmingham*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Kevin Spring, *Bradford*	*A,B,C,D,G,H,I*
Kenneth Pickering, *Ayrshire*	*A,B,C,D,G,I,J*
Shaun Bell, *Trowbridge*	*A,B,D,E,G,H,I*
Kurt Peter Radford, *Rotherham*	*A,B,D,E,F,I,J*
Philip Foster, *Havant*	*A,B,D,E,F,G,I*
Derek Topper, *Bristol*	*A,C,E,F,G,H,I*
Chris Scearce, *Reading*	*A,B,C,D,F,G,I*
Arthur Van Dalen, *The Netherlands*	*A,B,D,F,G,H,I*
Ciaran McDermott, *Ireland*	*A,B,C,D,E,F,H*
Rony Costa, *Middlesex*	*A,B,C,D,E,I,J*
Andrew Castiglione, *Bristol*	*A,B,D,E,F,H,I*
Jon Olav Larsen, *Norway*	*A,B,C,D,E,F,G*
Mario Sioutis, *Greece*	*A,C,D,E,F,G,H*
Andrew Rutherford, *Macclesfield*	*A,B,C,D,F,G,I*
Ben Campion, *Staffs*	*A,B,C,D,F,H,I*
Ben Cook, *Shoreham-By-Sea*	*A,B,C,D,G,H,I*
Chris Constable, *Devizes*	*A,C,D,F,G,H,J*
Craig Scotney, *Leighton Buzzard*	*A,B,C,D,G,H,I*
Dave Bloemer, *Holland*	*A,B,C,D,F,G,K*
The Terrible Twins, *Banbury*	*A,B,C,E,F,H,I*
Gard Mellemstrand, *Norway*	*A,C,D,E,F,G,I*
Andrew Taylor, *Cheshire*	*A,B,C,D,F,H,I*
James Cruickshank, *Clackmannanshire*	*A,C,D,F,G,H,I*
Tom Clarke, *Bucks*	*A,B,C,D,F,I,K*
Kevin Gilbert, *Upton*	*A,B,D,G,H,J,K*
Brian Mulheran, *Tyne & Wear*	*A,C,D,E,F,G,H*
Robbie Klijn, *The Netherlands*	*A,B,C,D,E,F,L*
Stuart Derbyshire, *Bolton*	*A,B,D,E,F,G,I*
John Heelham, *Manchester*	*A,B,D,G,H,I,K*
Adam Denton, *Crewe*	*A,B,D,F,G,H,I*
Jeremy Scoble, *Plymouth*	*A,C,D,E,G,H,I*
Lewis Cave, *Loughborough*	*A,B,D,E,F,I,N*
Stephen Mansfield, *Derby*	*A,B,C,D,E,J,M*
Steven Said, *Australia*	*A,B,E,F,G,I,M*
Pedro Manacas & Rui Mota, *Portugal*	*A,D,E,F,H,I,N*
David Gamble, *Co. Antrim*	*A,B,C,D,I,L,N*
James Bundy, *Reading*	*A,C,D,E,F,I,L*
M. Mina, *Essex*	*A,C,E,F,I,M,O*
Luke Yeandle, *Abertillery*	*A,B,C,D,E,G,P*
Nils Menzler, *Germany*	*A,B,C,E,I,N,O*
Jimmi Aarela, *Finland*	*A,B,D,E,F,I,P*
Geoffrey Maddocks, *Australia*	*A,D,F,G,I,M,N*
Christopher Grant, *Inverness*	*B,C,F,H,I,L,M*
Anthony Gruitt, *Sittingbourne*	*A,B,C,D,F,G,M*
M Hall, *Middlesex*	*A,B,D,E,F,M,P*
Sam Thompson, *Aberystwyth*	*C,D,I,M,N,O,P*
Alex Underhill, *Wolverhampton*	*A,C,F,J,L,M,O*
David Littern, *Middlesex*	*A,B,D,E,F,M,P*
Steven Dalton, *Stockton-on-Tees*	*A,B,D,E,G,H,I*
Reuben Barker, *East Sussex*	*A,C,D,G,L,N,O*
Andrew Cox, *Cornwall*	*A,B,C,D,E,F,N*
Ryan Bledsoe, *Knaresborough*	*A,B,D,H,I,L,P*
David Albon, *Herts*	*A,C,D,E,F,M,N*
Andrew Hannath, *Swindon*	*A,B,C,D,F,G,H*
Matthew Prior, *Norwich*	*A,B,C,E,G,H,I*
James Vallerine	*A,E,F,G,I,M,O*
Andrew Granville, *Bridgend*	*A,B,D,G,I,M,O*
Gary Carney, *Newcastle-upon-Tyne*	*A,C,D,F,L,N,O*
Rod Bayliss, *Australia*	*A,B,D,F,G,H,O*
Richard Kearney, *Wirral*	*A,D,E,I,N,O,P*
Turo Halinen, *Finland*	*A,B,C,D,F,K,O*
David Grice, *West Bromwich*	*A,B,C,D,G,I,O*
David Lewis, *Birmingham*	*A,B,D,E,F,M,O*
Chris Smith, *Lincoln*	*A,C,H,I,O,Q,R*
Chris Barlett, *Kent*	*A,E,F,M,N,O,P*
David O'Hara, *London*	*A,B,C,D,E,F,M*
John Calderon, *Wishawhill*	*A,C,E,N,O,P,T*
David McGivern, *Belfast*	*D,D,E,M,O,P,Q*
Martin Leng-Smith, *Kent*	*A,B,D,F,O,Q,T*
Sebastian Vass, *Bath*	*A,B,D,H,M,O,P*
Ashley Bennett, *Essex*	*A,D,I,L,P,C,Q*
James O'Sullivan, *Somerset*	*A,B,C,D,L,O,P*
Ben Mills, *Bedford*	*A,B,D,G,J,Q,T*
Simon Johansson, *Sweden*	*A,D,F,G,H,I,N*
Tom Mitchell, *Cumbria*	*A,D,F,I,M,O,Q*
Sverre Jarl Enger, *Norway*	*A,B,D,G,M,N,O*
Tony Hobbs, *Leeds*	*A,B,C,E,H,M,R*
Justin Badger, *Wolverhampton*	*A,B,C,D,E,G,M*
Emil Tanem, *Norway*	*A,B,D,H,I,N,T*
Andrew Panchin, *Basingstoke*	*A,C,F,I,M,O,P*
Rene Jensen, *Denemark*	*A,C,D,N,O,Q,T*
Andrew Gray, *Oban*	*A,C,D,N,O,P,R*
Paul Davies, *Conwy*	*A,B,C,D,G,I,M,O*
Kevin Loughlin, *Slough*	*A,B,C,E,F,K,M,O*
Alex McIver, *Edinburgh*	*A,B,C,F,K,L,N,O*
Martyn Bibby, *Cheshire*	*A,B,D,E,F,G,H,I*
Christopher Smith, *Surrey*	*A,B,C,D,E,G,I,J*
Chris Kerry, *Essex*	*A,B,C,F,G,I,K,L*
Matthew Weston, *Nottingham*	*A,B,C,D,G,H,I,L*
Torri Marco, *Switzerland*	*A,B,C,D,E,L,M,N*
Laurie Eggleston, *Kent*	*A,B,C,D,F,G,J,M*
Philipp Sokolean, *Switzerland*	*A,B,D,E,H,I,L,M*
James Hegarty, *Belfast*	*A,B,F,G,H,J,N,P*
Richard Whitham, *Poulton-le-Fylde*	*A,B,C,D,F,G,L,O*
Matthew Wilkins, *Wiltshire*	*A,B,D,E,G,I,M,N*
David Lonroy, *Lancastershire*	*A,C,E,F,G,H,M,O*
Richard Sutton, *Kent*	*A,B,I,F,L,M,N,O*
Phillip Renyard, *Ashford*	*A,B,D,F,I,L,N,O*
Ben Woodhouse, *Whitby*	*A,C,D,H,I,M,N,P*
Arne G Pettersen, *Norway*	*A,B,F,G,I,K,M,O*
Simon Nash, *Watford*	*A,B,D,H,J,L,M,O*
James Martin, *Newent*	*A,B,C,D,E,M,O,P*
James McCallum, *County Antrim*	*A,C,D,F,I,M,O,P*
Chris Gray, *Fife*	*A,C,D,E,F,H,I,J,L*
Kevin Seeney, *Bury St Edmunds*	*A,B,C,D,I,L,M,O,P*
Ciaran Spence, *Ireland*	*A,B,D,E,F,G,H,I,J*
James Eyre, *Leicestershire*	*D,B,A,F,C,J,N,P,O*
Paul Davies, *Wrexham*	*B,D,E,H,I,J,O,P,R*

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Ben Stevens, London	A,E,F
Keith Tannahill, Ayrshire	A,D,J
Jamil Yahyaoui, Belfast	A,B,D
Michael Achilles, Chingford	A,D,I
Jan Dehm Neves, Portugal	A,E,G
Ben Wakefield, Twickenham	A,B,D
Omid Elliott, Co. Tyrone	A,B,C
Nick Syrad, Reading	A,D,F
Patrick Laakso, Sweden	A,B,D
David Gibson, Fleet	B,D,H
Mark Underwood, Cumbria	A,E,I
Daniel Longstaff, Chigwell	A,G,I
Vincent Coyne, Galway	A,E,F
Raoul Smids, Belgium	A,B,G
Chris O'Riordan, Cornwall	A,B,E
Sandy McKenzie, Fife	C,F,G
Norman Glover, Cleveland	A,B,F
Alex Johnson, Sidcup	A,C,D
Damian Unwin, Soton	B,C,D
Chris Hinkley, Peckham	A,B,F
Gordon Willmott, Edinburgh	A,D,K
Johan Brown, Grantham	A,B,D
Russell Higgins, Shropshire	A,G,I
Wajahat Ali, Blackburn	A,C,E
Adam Bull, Leeds	A,I,K
Tormod Krogh, Norway	A,C,F
Remko Veenstra, Holland	A,F,G
Moe Aboulkheir, London	A,D,J
Oliver Bolton, Kent	A,C,F
Elidir Jones, Gwynedd	A,B,F
Alan Hooper, Weston-super-Mare	A,D,E
Alexander Filipowski, Warrington	C,F,J
Wayne Parkes, Cornwall	A,B,D
Joel Porter, London	A,E,F
Floryn Cleverens, The Netherlands	A,C,G
Richard Holmes, Derbyshire	E,G,I
Alex Wood, Ipswich	A,B,D
Mike Hodzelmans, Holland	A,B,D
Michael Petch, Doncaster	A,B,I
Simon London, Norwich	A,B,C
Peter Campbell, Belfast	D,G,J
William Shutes, Norwich	A,B,F
Simon Lyddon, Devon	A,B,D
Steven Smith, Essex	B,D,F
Henry Rummins, Ashford	A,B,D
Edward Rummins, Ashford	A,B,D
Ryan Carson, Devon	A,C,F
Thomas Vincett, Weston-super-Mare	A,D,F
Sarah Margle, Ware	A,B,I
Toni Ylaranta, Finland	A,G,I
Tom Badran, Basingstoke	A,C,G
John Hope, Northampton	A,F,I
Joshua Clarke, Birmingham	A,C,F
Matthew Harper, Gloucester	A,D,I
Christopher Green, Reading	A,D,F
Chris Knowles, Cheshire	A,B,D
Dennis Schuh, Holland	A,C,D
Niall Quigley, Co. Tyrone	A,B,H
Guy Burdge, Somerset	A,D,E
Brian Davidson, Co. Tyrone	A,B,D
Scott Butler, Co. Armagh	A,C,G
Andrew Phillips, London	A,D,J
Alastair Edwards, London	A,D,J
Paul Shinn, Deptford	A,I,K
Oliver Carson, Devon	A,C,D
Christopher Balzan, Kent	A,D,F
John Davies, Staffordshire	A,D,F
Steven Mai, Staffordshire	A,C,D
Daniel Green, Thornton	A,C,D
Ben Dawson, Sheffield	C,D,J
Richard Best, Dundee	A,B,E
Marc Edgeworth, Gloucester	A,F,G
Chris Pitchell, Bristol	A,B,I
Harrison Bolt, Surrey	A,B,F
James Arnold, Australia	A,B,C
Alun Thomas, Haverfordwest	A,F,J
Mark Aquilina, Malta	A,B,I
Gokhan Kurt, London	C,H,I
Raymond Wan, Cheshire	A,B,D
John Stackhouse, Walsall	A,B,D
Lee Fletcher, Halifax	A,D,I
Myles Giles, Huddersfield	A,D,I
James McKeown, Ayr	B,D,I
Nader Kohbodi, Anglesey	A,D,E
Christopher Thompson, Co. Antrim	A,D,E
Plemis Luijnenburg, Holland	A,I,J
Chris Tate, Tyne & Wear	A,G,I
Manolis Kalaitzake, Cork	A,D,E
Neil Keery, Co. Down	A,B,E
Peter Bowden, Manchester	A,B,F
Craig Thomas, South Wales	A,G,H
Kari Bogdanoff, Finland	A,G,J
Donique Visser, Holland	A,B,K
Jimi McGuinty, Cheshire	C,D,E
Mark Anthony Say, Cleveland	A,D,E
Daniel Green, Cleveleys	A,C,D
Lochlan McBride, Australia	A,D,F
Gavin Major, Worcestershire	A,B,D
Michael Lam, Southport	A,B,I
Andrew Robinson, Darlington	A,B,C

NAME	COMPLETED
Kristof Villers, Belgium	A,D,F
Paul Mann, Evesham	A,B,D
Edward Lunn, West Sussex	A,B,C
Frederic Azais, Canada	A,B,D
Robert Moore, Co. Cork	A,C,E
Michael Elderfield, Canterbury	A,D,F
Tjing Lam, Netherlands	A,E,F
Lesley Hodges, Switzerland	A,B,I
Tom Hill, Wickford	A,B,F
Mart V. D. Ven, Holland	A,C,I
David Conroy, Lancaster	A,B,C
John Addis, Marlow	A,B,D
Victor Supica, Australia	A,B,K
Ben Duffield, Great Yarmouth	A,D,E
Rowan Sloan, Orpington	A,D,F
James Hulston, Manchester	A,D,H
Mike Barber, Stoke-on-Trent	A,C,D
Gary Townsend, Norfolk	A,B,D
Chris 'The Pyemaster' Madden	A,B,C
Joshua Kendall, Australia	B,C,D
Robert Eaton	A,B,G
James Steer, Maidenhead	A,D,F
Robert Beaver, Manchester	A,B,D
Carl Brennand, Cumbria	A,B,F
Henry Edmondson, Preston	A,B,H
Richard McCann, Wirral	A,C,D
Thomas Taylor, London	A,C,D
Henryk B. Zaleskijr	A,B,L
John Lucas-Herald, Edinburgh	A,D,I
Michael Craze, Chigwell	A,C,D
Jostein Austvik Jacobsen, Norway	A,B,F
Daniel Aherne, Manchester	A,B,D
Mark Jackson, Cumbria	A,D,H
Paul Howling, Suffolk	A,D,M
Ricardo Perez, Southport	A,B,I
David Fisher, Hull	A,D,E
MD Lin, Crawley	D,E,H
Harris Tsalidis, Greece	A,C,D
Matthew Greig, Angus	A,E,H
Iestyn Roberts, Caernarfon	A,D,F
Nick Fell, Oxshott	B,D,M
Christopher Poole, Bristol	A,B,M
Anthony Reynolds, London	A,F,M
Luke Wells, Chester	A,D,I
Tom White, West Sussex	A,J,M
Liam Allsworth, Oxford	H,I,L
Daniel Allsworth, Oxford	H,I,L
Seiji Lim, South Croydon	B,C,M
William King, Bromsgrove	A,E,F
David Kelsey, London	B,D,E
Sam Ranford, Cornwall	D,H,I
Richard Fong, Bebington	A,B,D
Andrew Fong, Bebington	A,B,D
Hedley Gabriel, Essex	A,B,D
John Mellor, Huddersfield	A,G,H
Luke Sculley, East Sussex	A,B,M
Asim Haneef, Croyden	A,B,H
Jack Tappenden, Kent	A,B,M
Michael Betts, Northampton	A,B,M
Gregory Moore, Radley	D,M,O
Nicholas Crew, Petersfield	A,I,M
James Whitehurst, Dorset	C,D,F
Morville O'Driscoll, Worcester	A,D,O
Aaron Woolridge, Monmouth	D,H,N
Daniel Tiller, Eastleigh	A,I,M
Jenny Lam, Southport	A,B,I
Toby Searle, Kent	A,C,M
Paul Murray, Switzerland	A,B,P
Sam Wills, Wolverhampton	A,C,J
Kevin Moss, Wolverhampton	A,B,D
Andrew Gair, Stafford	A,D,P
Christopher Conn, Aberdeen	A,D,O
Andrew Grant, Shetland	A,I,P
Martin Cullum, Middlesex	A,E,I
David King, Kent	A,B,D
William Luing, Penzance	M,N,O
Alex Symington, East Sussex	A,L,O
Stephen Whelan, Kent	A,B,L
Adam James Rigby, Bedford	A,B,C
Aodan McDangh, Ireland	A,D,G
Jonathan Rockcliff, Tadcaster	A,C,D
Tim Matthews, East Sussex	A,D,M
Ben George, Middlesex	A,B,N
Andrew Squires, Harlow	A,B,M
Gary Azzopardi, Telford	A,B,O
Olli Oja, Finland	A,B,M
M O'Driscoll	A,D,O
Michael & Ashely Phillips, Surrey	A,B,M
Ricky Field, Waringham	A,F,P
Jack & Tom Patterson, Shepton Mallet	A,B,F
Byron Spring, Kent	A,B,M
Dave Wilkie, Fife	A,F,M
Stuart Millar, Guildford	A,H,M
Jack McCarthy, Dublin	D,E,F
Niall O'Toole, Galway	A,B,E
Richard Granville, Bridgend	B,I,M
Carl Docksey, Staffs	A,D,O
Andrew Wilkins, Isle of Wight	A,D,O
Brendon Edge, Notts	A,B,C
Michael Arnott, Glasgow	D,E,O

NAME	COMPLETED
Hannu-Pekkahalme, Finland	A,D,O
Adan Heyes, Co Atrium	A,F,M
Murray Purves, Southampton	A,E,G
John Waters, Derby	A,B,D
Helen Dohery, London	A,B,O
Jenna Blackman, Bognor Regis	A,F,M
Jonathan Walker, West Midlands	A,O,P
Eric Milne, Galasheils	A,M,O
John Gallagher, Ayrshire	C,H,M
Robert Johnson, Coventry	A,F,O
James Fowler, Staffs	A,I,M
James Fitzgerald, Merseyside	A,J,O
Luke Cavalier, Australia	B,E,F
Geir Olav Skei, Norway	A,D,I
Tom Winteron, Lincs	A,C,F
Craig Syme, Kent	A,D,T
John Roe, Cambridge	A,B,O
Richard Elliot, Guernsey	A,B,D
Sandy Critchey, Doncaster	A,M,Q
Raymond Wegman, Holland	A,D,M
Christopher Tynan, Cumbria	B,I,T
Tim Booth, Shropshire	B,M,N
Simon Johnson, Tyne & Wear	A,M,P
Sean Cooney, Co. Cork	D,M,P
Stian Olsen, Norway	A,B,D
Chris Smith, Lincoln	C,H,I
Alamgir Ali, Herts	A,D,M
Thomas Freeman, Derby	B,G,J
Scott Murray, Scotland	A,C,J
John Campbell, Scotland	A,C,J
Jamie Brock, Weston-Super-Mare	A,F,O
Andrew Gold, Glasgow	A,B,I
Ludqig De Vleeschouwer, Belgium	A,B,D
Simon Terry, Surrey,	A,B,M
Edward Long, Co. Cork	D,M,P
Mark Hall, Shropshire	A,B,Q
Andrew Henderson-Regg, Norfolk	A,F,O
Richard Dell, Surrey	C,D,M
Jason Frost, Australia	D,I,L
Kalvin Graham, Glasgow	D,F,G
Gavin Leithall, Devon	A,B,F
Jonathan Ko, Redditch	C,D,O
Adam Coltman, Surrey	A,D,F
Tom Riley, Herne Bay	A,N,T
Stuart Black, Middx	D,F,P
Chris Lockwood, Grimsby	A,O,P
Chris Toudic, Jersey	A,F,O
Thomas Yates, Reading	A,B,T
Chris Purdie, Jersey	A,I,M
Mark Robinson, Congleton	D,H,T
Andrew Foster, Ilkley	D,M,P
Matthew Sexton, Bedford	A,D,O
John Szcsepaniak, Suffolk	A,J,P
Ben Claxton, Essex	A,L,M
Jonathan Bennison, Herts	D,M,R
Gary Enticott, Cardif	A,R,T
Andrew Barraclough, Galashiels	E,H,M
Michael Rowinski, Poland	A,H,M
Paul Davies, Edmonton	B,E,G,I
Chris Thomas, Wallington	A,B,C,I
Tom Walker, Halstead	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
James Leigh, Clevedon	A,B,G,I
Carl Bullen, Liverpool	A,B,G,H
Alex Mann, Bedford	A,C,D,F
Mark Quinn, Preston	A,B,E,I
Daniel Weserholm, Finland	B,D,E,I
Andrew Davies, Essex	A,B,D,I
Martin Cater, Hucknall	A,B,C,G
Daniel Lally, Berkshire	A,B,F,G
James Hinton, Knoresborough	A,B,C,D
Michael Walker, Londonderry	A,D,H,I
Asgeir Vikan, Norway	A,B,D,J
Andrew Carrington, Pontefract	A,D,E,J
Raymond Wells, Essex	A,B,F,H
Ed Higgins, Essex	A,B,G,I
Joel Radford, Australia	A,B,C,D
Kane Dorey, Jersey	A,B,D,H
David Dixon, Cumbria	A,D,F,G
Richard Woodall, New Zealand	A,C,D,G
Martin Drew, Bognor Regis	A,D,G,J
David Park, Tyne & Wear	A,D,F,G
James Garrity, Liverpool	A,B,D,E
Michael Williams, Cardiff	D,H,I,K
Mikael Bogdanoff, Finland	A,F,I,J
Tom Carver, Devon	A,C,H,I
Steven Goacher, Surrey	A;B,D,H
Kevin Gurton, Kent	A,B,D,I
David and Chris Mason, Plymouth	A,B,D,I
Scott Winterburn, Norfolk	A,D,G,I
Antonio V. Carmona, Spain	A,D,G,I
Paul Jerome, London	A,B,C,D
Gavin Cullen, Earlston	A,C,F,G
Mark Shackcloth	A,F,G,I
Daniel Brown, Australia	A,D,F,M
Jerden Marinus, The Netherlands	A,B,E,H
Jaakko Hermunen, Finland	A,B,C,I
Antony Bogan, Cleveland	B,D,H,I
Richard Doherty, Newport	B,D,E,J

NAME	COMPLETED
Jonathan McConnell, Truro	A,B,E,F
Ross McConnell, Truro	A,B,E,F
Barry Glover, Manchester	A,B,D,M
David Faggiani, Manchester	A,B,D,F
Chris Lowe, Tyne & Wear	A,C,D,H
Steven Astley, Wigan	A,E,F,J
Mike Smith, Gloucester	A,B,C,M
Ivo Miguel Castro Couto, Madeira	A,D,G,O
David Shuker, West Midlands	A,B,C,H
Anthony Coombes, Bridgewater	A,D,O,P
Nick Mushlin, Selkirkshire	B,H,N,O
Luke Butcher, London	A,D,I,O
Steffan Hole, Bridgend	A,B,F,M
Chris Barnes, Burton-on-Trent	A,E,I,O
Ian Lawlor, Leeds	A,B,D,O
Gregory Dillow, Ealing	A,B,C,D
Henrik Brixmark, Motala	B,E,L,N
Oscar Cederberg, Motala	B,E,L,N
Edward Forrester, Southampton	F,G,H,M
Martin Critchley, Doncaster	A,C,D,M
Petri Satlin, Finland	B,D,E,O
Rambo, Merseyside	A,B,I,J,
Andrew Pinchin, Basingstoke	A,C,F,O
David Sanderson, Worcester	A,B,G,M
Lorne Tieten, Surrey	A,C,F,J
Chris Dyer, Newcastle-Upon-Tyne	A,D,F,G
Nigel Pain, Plymouth	B,D,O,Q
Alex Dickinson, Australia	B,D,G,M
Ben Holroyd, Essex	C,D,F,P
Richard Best, Dundee	A,B,E,N
Kasper Bruun, Denmark	A,D,M,Q
Josh Bryson, Cheltenham	A,D,Q,R
Sheldon Marsh, Somerset	A,B,D,M
Joachim Clauwers, Belgium	A,B,D,F,H
Robert Ward, Middlesex	A,B,G,H,I
Alain Keersmaekers, Belgium	A,B,C,F,J
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen Rogers, Manchester	A,C,E,F,H
Pat Shields, Co. Down	A,C,D,E,I
Benjamin Khan, Bradford	B,C,D,F,I
Per Nilsson, Sweden	A,B,D,F,I
Panagiotis Bagiokos, Greece	A,B,C,F,I
Roeland Van Straalen, Holland	A,B,C,F,I
Aynsley Welling, Cyprus	C,E,F,G,I
Mark Herjan, Poland	A,C,D,J,M
Charles Ayesa, Australia	A,B,D,G,H
Mark Green, Cheltenham	A,C,D,F,H
Chris Kerry, Essex	A,B,C,F,I
Daniel Metcalf, Norwich	A,C,D,F,G
Michael Middleton, Huddersfield	A,B,C,D,H
Richard Brady, Essex	A,D,F,H,I
Steven Bigham, Whitburn	A,C,F,H,I
Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Andre Bifleuen, Holland	A,B,E,G,I
Roger King, Suffolk	A,B,D,F,I
James Smith, Gloucester	A,B,D,F,G
Alain Keersmaekers, Belgium	A,B,F,J,L
Andy Pearce, Featherstone	A,B,D,F,I
Graeme Downes, Surrey	A,C,D,O,P
Adam Skeggs, Leicester	A,C,E,H,M
Robert & David Scott, Fife	A,F,H,I,M
Martin Hunter, Edinburgh	A,B,C,E,L
Mervyn Wan, Surrey	A,B,C,D,O
Scott Douglas, Oxon	B,E,I,M,O
Bruce Linings, Watford	A,D,H,L,O
Leigh Bates, Wiltshire	B,C,F,J,O
Jan-Erik Spangberg, Sweden	M,N,P,S,L
Nick Hughes, Bury	A,D,F,J,T
Janne Kaitila, Finland	A,C,D,N,O
Bent Eigil Sumelius, Norway	A,D,E,F,I
Danielle Simoncelli, Italy	A,B,D,E,F
Richard Jenkins, Scotland	C,D,E,M,T
Steven Woolley, Norfolk	A,B,D,N,O,P
George Ioakimidis, Greece	A,B,C,D,H,I
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
James Register, Surrey	A,B,C,D,F,H
David Taylor, Fife	A,C,D,F,H,I
Justin Servis, Co. Roscommon	A,D,E,G,H,I
Max, Steven and Hal, Dundee	A,B,C,H,I,L
Rodney McComb, Co. Londonderry	A,C,D,F,H,L
George Roberts, Middlesex	A,D,E,H,M,N
Nick Taverner, Suffolk	A,B,C,D,H,I
John Brockie, Cumbria	A,B,C,D,M,N
Tony Mendum, Middlesbrough	A,B,D,F,J,P
Charles Brent, Southampton	A,B,D,F,H,O
Billy Newing, Kent	A,D,E,G,I,M
Richard Walklate, Hampshire	A,B,D,F,H,O
Gary Taylor, Essex	A,C,D,E,I,J
Andy Gair, Stafford	C,E,J,M,Q,R
Simon Murphy, Co. Down	A,B,D,F,O,P
Peter Barrett, Co. Armagh	A,C,D,F,L,M
James Mitchell, Cumbria	A,D,F,I,O,Q



In association with BEATTIES Models Hobbies Toys Games

DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

GROSS INCOMPETENCE 64

66% 1 Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Okay, that's all the invites sent out – three to every person on the list. This party's going to be great! So who's bringing the... eh? No, we haven't got any. Aren't you sorting that out? No? So who's... er, oh. Party's cancelled, then. Maybe next year, eh?

TOP TIP *When planning your party, ensure that everyone you're inviting has already been to a similar, more enjoyable party at least three weeks before. Mint!*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock

HIGHLY RATED

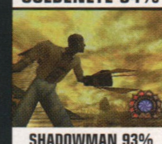
The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.

1 
ZELDA 98%

2 
MARIO 64 96%

3 
TUROK 2 95%

4 
GOLDENEYE 94%

5 
SHADOWMAN 93%
JET FORCE GEMINI 93%

UK Game releases

40 WINKS

71% 3 GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

TOP TIP *Use the Butt Slam to kill enemies rather than punching or kicking. Make sure you're directly above them, mind.*

1080° SNOWBOARDING

89% 4 Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK




It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *N64/22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.*

AERO FIGHTERS ASSAULT

58% 1 Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

TOP TIP *To access the secret planes, go to the title screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Bottom-C.*

AERO GAUGE

10% 0 ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

TOP TIP *Here's one you won't forget in a hurry: don't ever buy this game.*



ALL-STAR BASEBALL

84% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

TOP TIP *Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR*



ALL-STAR BASEBALL 2000

68% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.

TOP TIP *When pitching in arcade mode, press and hold Bottom-C and A to throw a deadly but hittable fastball.*



ALL STAR TENNIS

68% 3 Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

TOP TIP *When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.*

AUTOMOBILI LAMBORGHINI

67% 2 Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

TOP TIP *Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.*



BANJO-KAZOOIE

92% 5 Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA




Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.

TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% 3 3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

TOP TIP *Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.*



BEETLE ADVENTURE RACING

81% 4 EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Enjoyable American-style racer with squillions of shortcuts and stacks of detail.

TOP TIP *Cheat Mode: In championship, drive through the barn on Coventry Cove. Hit the box inside the haystack and finish the track.*

BIO FREAKS

76% 3 GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.

TOP TIP *Disable blocking, and do nothing but shoot. • Hold Left on the D-pad and press Start to switch to first-person.*

BLAST CORPS

88% 5 Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST

91% 5 — Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW




Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% 1 — Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP *Collect all 100 cards and complete the game to open a hidden world.*

BOMBERMAN HERO

66% 2 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

TOP TIP *Hold A, B and Z to open the Level Select menu.*

BUCK BUMBLE

70% 2 — Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.



TOP TIP *Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.*

BUST-A-MOVE 2

80% 4 — Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP *Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.*

BUST-A-MOVE 3

82% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP *If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.*

CASTLEVANIA

81% 4 — Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

TOP TIP *Spend over 30,000 in Renon's shop and you get to fight him.*

CENTRE COURT TENNIS

67% 3 — Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.



TOP TIP *Aim for the down-the-line smash as much as possible. The opponents just can't handle it.*

CHAMELEON TWIST

70% 2 — Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.



TOP TIP *If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of chameleon-esque liveliness.*

CHAMELEON TWIST 2

55% 1 — Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.



TOP TIP *Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...*

CHARLIE BLAST'S TERRITORY

52% 3 — Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.



TOP TIP *Try this password: 6 of Clubs, King of Hearts, 10 of Hearts, Ace of Clubs, 3 of Spades.*

CHOPPER ATTACK

81% 3 — GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!



TOP TIP *On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.*

CLAYFIGHTER 63⅓

24% 0 — Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.



TOP TIP *Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.*

COMMAND & CONQUER

75% 3 — Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

TOP TIP *Hold R and press Top or Bottom-C to magnify or reduce the battle screen.*

CRUIS'N USA

24% 0 — Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.



TOP TIP *After entering your initials, push Down and scroll to the conveyor belt. Hold Left on the D-pad and a severed head will roll by.*

CRUIS'N WORLD

38% 0 — Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP *To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?*

DARK RIFT

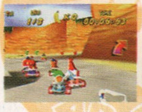
69% 1 — Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP *Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.*

DIDDY KONG RACING

90% 4 — Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA

A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DOOM 64

77% 2 — GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

TOP TIP *At the password screen enter ?TJL BDFW BFGV JVVB for a cheat menu.*

DUAL HEROES

50% 0 — Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.



TOP TIP *To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.*

DUKE NUKEM 64

85% 4 — GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM ZERO HOUR

90% 4 — GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG

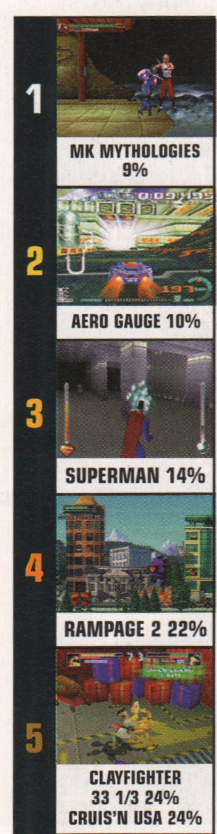



A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.*

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf....





GO! GO!

TIPPETY-TOP

Adam Cooper of Romford sent us his five favourite games. "They're minty fresh!", he says. And who are we to disagree?



EARTHWORM JIM 3D

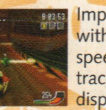
68% 3 — Virgin ● £40 ● 1 players controller pak ● rumble pak Issue 35 ● JB

Jim's back, but his first foray into 3D is a middling effort. It's enjoyably silly, mind.


TOP TIP *Try to use the Leprechaun gun wherever possible because it fires homing shots.*

EXTREME G

87% 2 — Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW

Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

EXTREME G2 (XG2)

85% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION

71% 1 — Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.


TOP TIP *Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.*

F1 WORLD GP

93% 5 — Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.


TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

Still a fantastic F1 sim but there's not enough new here to warrant buying this if you've already got the first game.

TOP TIP *Check out our track guides in N64/32.*

FIFA 64

39% 0 — EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

TOP TIP *Only tap the shoot button once. You'll eventually do something.*

FIFA '98

83% 2 — EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.

TOP TIP *Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.*

FIFA '99

83% 4 — EA ● £40 ● 1-4 players ● controller pak ● rumble pak Issue 26 ● TW

The best *FIFA* game yet. *FIFA 99* actually plays a solid game of footie. It's no *ISS '98* though.

TOP TIP *As with every FIFA game don't forget that it may take several minutes before your button presses are registered on screen.*

FIGHTERS DESTINY

86% 4 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.


TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FLYING DRAGON

73% 2 — Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

Fairly enjoyable but instantly forgettable.


TOP TIP *To be able to play as the oddly-named Bokuchin, all you need to do is beat him in a normal fight. Simple.*

FORSAKEN

87% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!

47% 1 — Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.


TOP TIP *Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.*

GEX 64 Enter the Gecko

59% 1 — GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP *Think about this: Mario 64. Banjo. Mystical Ninja. Aaaaand goodnight.*

GLOVER

83% 4 — Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.


TOP TIP *Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.*

GOEMON 2

69% 3 — Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

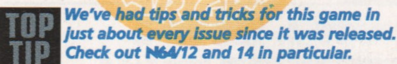

TOP TIP *Keep the analogue stick pressed diagonally up at 45° to get the maximum distance when swinging on the poles.*

GOLDENEYE 007

94% 5 — Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW




Brilliant levels, and scenery and a perfectly judged difficulty curve. About as good as it gets.


TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.


TOP TIP *Win the championship on Easy mode to get the mirror tracks. • Win the championship on 24 laps-per-race to get the secret track.*

HEXEN

69% 1 — Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.


TOP TIP *Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. • Invincibility: Left-C, Right-C and Bottom-C.*

HOLY MAGIC CENTURY

71% 3 — Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.


TOP TIP *If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.*

HYBRID HEAVEN

83% 4 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.


TOP TIP *Unless your power bar is completely full, your combo attacks won't have any effect on opponents at all. Nope. None.*

IGGY'S RECKIN' BALLS

56% 1 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.


TOP TIP *Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.*

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package of all things angling. There's loads to it, but it's just not that exciting.

TOP TIP *Remember to use your Electronic Fishfinder™ to find the biggest bass. Leeeet's fish! Ahem.*

ISS 64

92% 4 Konami ● £30 ● 1-4 players ● controller pak ● Issue 3 ● TW

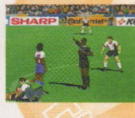


An almost flawless game which could only have been bettered with the addition of real teams.

TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK



Enhanced and updated and now more than ever, the finest football game in the world.

TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JET FORCE GEMINI

93% 5 Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK



Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

TOP TIP *Extra options: during the character bio screens press Z, B, A, L, A, Z.*

KNOCKOUT KINGS 2000

82% 3 EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Muhammed Ali and create-a-player.


TOP TIP *Keep an eye on your meter – once it's full, you can pull off a special move by pressing A, B and R.*

KNIFE EDGE

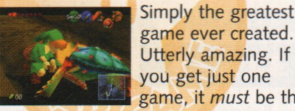
42% 2 Nintendo ● £30 ● 1/4 players ● on Cart ● rumble pak ● Issue 24 ● JA

A light gun game when there isn't one. Dull.

TOP TIP *Remember! Use the C-buttons to strafe from side to side.*

LEGEND OF ZELDA

98% 5 Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB



Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LODE RUNNER 3D

70% 3 Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue 29 ● JB

A retro puzzlers with gameplay unchanged since the Commodore 64. There's plenty of it too.


TOP TIP *Unlock all levels: Pause, hold Z, and press R, B, A, B, A, Top-C, Bottom-C, Left-C, Right-C, Top-C, Bottom-C, Left-C, Right-C.*

LYLAT WARS

91% 5 Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold medals on all levels for the four-player Tank and Expert modes. • Guides in N64/8 and 9 and DGG + no. 2.*

MACE: The Dark Age

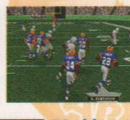
81% 3 GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.


TOP TIP *Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.*

MADDEN 64

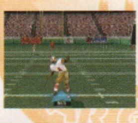
92% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT



The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

MAGICAL TETRIS CHALLENGE

51% 2 Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

TOP TIP *When you see this in the shop, stuff the £40 back in your pocket and run.*

MARIO GOLF

90% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● GB pak ● Issue 34 ● MK



Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD



A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Hudson ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MICHAEL OWEN'S WLS 2000

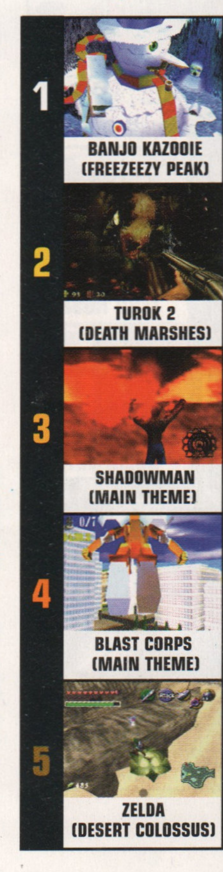
84% 4 THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

TOP TIP *Get to the by-line and use R and B to cross the ball into the area.*

MUSIC MAGIC

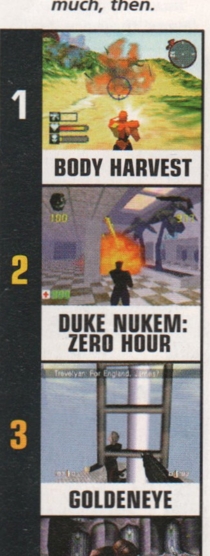
Alan Davies of Cumbria sent in his nominations for best music in a game. 'Hear' they are. Ha!



GO! GO!

GUNS!

Here's Bill Palmer's top five games involving guns. He probably didn't like Yoshi's Story very much, then.



MICRO MACHINES 64 TURBO

86% 4 — Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB



Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 — Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

TOP TIP *Barbiturates are a quicker and less expensive method of ending it all.*

MISCHIEF MAKERS

90% 4 — Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

Horrendous AI, a clunky engine and bad controls.



TOP TIP *Continuously access your objectives as they can change without warning.*

MK MYTHOLOGIES

9% 0 — GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP *Creep along in that spider fashion and then GET CRUSHED BY A PILLAR.*

MONACO GRAND PRIX

87% 4 — Ubi Soft • £40 • 1/2 players • rumble pak • controller pak • Issue 27 • JB





Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 — Take 2 • £40 • 1/2 players • rumble pak • Issue 33 • JB

Okay-ish conversion of knackered old PC game, with new two-player modes.

TOP TIP *To access the Alpine Challenge, complete a circuit on 'medium'.*

MORTAL KOMBAT 4

84% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.

TOP TIP *Cheat: On the options screen, highlight continue and hold run and block for about 10 seconds.*



MORTAL KOMBAT TRILOGY

34% 1 — GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP *Beat 8-Player Kombat and you can select Shoa Kahn's Lost Treasures.*

MULTI RACING CHAMPIONSHIP

71% 2 — Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP TIP *Hidden cars without beating them: Select one of the closed garages in vs mode, exit, and choose a one-player game.*

MYSTICAL NINJA

90% 4 — Konami • £50 • 1 players • controller pak • Issue 14 • TW





With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again*

NAGANO WINTER OLYMPICS

32% 1 — Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.



TOP TIP *To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.*

NASCAR '99

59% 1 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP *When you get bored of driving round in circles, go to bed.*

NBA COURTSIDE

90% 4 — Nintendo • £20 • 1-4 players • rumble pak • controller pak on cart • Issue 18 • MK





Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 — GT • £25 • 1-4 players • on cart • Issue 6 • JS



The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.*

NBA JAM '99

83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG



Not *quite* up to the standard of *NBA Courtside*, *Jam* is nevertheless good value.

TOP TIP *Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.*

NBA LIVE '99

64% 2 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB



Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.

TOP TIP *Press R during play and C-button icons appear above your nearest players, tying each of your team to one of the yellows.*

NBA PRO '98

71% 2 — Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP



An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP *To improve your chances of landing free throws, simply tap Up on the controller a few times. It really is that easy.*

NHL PRO '99

52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP



An above average slice of ice-based hockey, yes, but it can't compete with *Wayne Gretzky's* series.

TOP TIP *Three pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.*

NBA PRO '99

52% 2 — Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Konami ill-advisedly take a break from *ISS* brilliance to tackle basketball. The results are painfully average.

TOP TIP *Should you have £40 to spend on a basketball game, buy Kobe Bryant in NBA Courtside instead, eh?*

NFL BLITZ

87% 4 — GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK





Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.*

NFL QUARTERBACK CLUB '98

86% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT





It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our comprehensive five-page guide to Yank-thrashing in N64/12. • Full list of cheats in N64/19.*

NFL QUARTERBACK CLUB '99

90% 5
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NHL '99

74% 4
EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

TOP TIP *BIGBIG (big players), FAST, BRAINY (big heads), FREEEA (bonus teams).*

NHL BREAKAWAY

62% 2
Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

TOP TIP *Cheats: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.*

NHL BREAKAWAY '99

64% 2
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

TOP TIP *Catch those replays by zooming in on a player with the D-pad.*

OLYMPIC HOCKEY

60% 1
GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

TOP TIP *Check out Wayne Gretzky's 3D Hockey tips which also apply to this.*

PENNY RACERS

58% 2
T•HQ • £40 • 1-4 players • controller pak • rumble pak • Issue 25 • MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP *Take your £40 down to HMV and steer clear of this tripe.*

PILOTWINGS 64

89% 5
Nintendo • £20 • 1 player • on cart • Issue 1 • TW



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.*

PREMIER MANAGER 64

82% 4
Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.



TOP TIP *Remember to re-adjust your squad every time you play. PM64 takes it upon itself to rearrange things.*

QUAKE 64

79% 3
GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

TOP TIP *Debug mode: Select 'Load Game' and do not use a memory pak. Fill the password entry box with little 'Q' symbols.*

QUAKE II

90% 4
Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG




The one-player game is a little outdated but the multiplayer is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAINBOW SIX

87% 4
Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW


Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS

80% 4
Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.



TOP TIP *If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.*

RAMPAGE WORLD TOUR

54% 1
GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

TOP TIP *Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.*

RAMPAGE 2 UNIVERSAL TOUR

22% 0
Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

TOP TIP *To get all the characters enter N0T3T at the password screen.*

RAYMAN 2

73% 3
Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

TOP TIP *Explore underwater for hidden 'Lum'. Or 'Lums'.*

RE-VOLT

73% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Great track editor and annoying gameplay combine to better-than-average effect.

TOP TIP *Top-C will put your car back on course if you get lost.*

ROBOTRON 64

75% 2
GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP *At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.*

ROGUE SQUADRON

85% 4
Lucas Arts • £50 • 1 player • cart • rumble pak • expansion pak • Issue 25 • TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUGRATS TREASURE HUNT

48% 1
T•HQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*, with none of the sub-games and none of the fun. Crud.

TOP TIP *Move forward a few extra spaces on the board and jump on Spike's back.*

RUSH 2 EXTREME RACING USA

73% 4
GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP *Go to the Set Up menu and press L, R, Z and all four C-buttons. Hold L, R and Z and press the C-buttons to activate the cheats.*

SAN FRANCISCO RUSH

82% 3
GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP *To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.*

SCARS

79% 3
Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

TOP TIP *When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.*

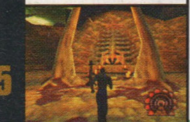
FUTURE GAMES

Ellie Potter of Cheltenham would like to see these games made for the Dolphin. Well, you never know, eh?


1 KILLER INSTINCT 128


2 BODY HARVEST 2


3 MARIO KART 2000


4 BLAST CORPS: THE NEXT GENERATION

5 SHADOWMAN 2

GO! GO!

ANNOY BOY 64

Terry Bone of Dundee sent us a list of who he thinks are the most annoying characters on the N64. "Shoot the lot of them, I would", he said. Hmm.



SHADOWGATE 64

43% 2 — Kemco • £40 • 1 player • rumble pak controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.


TOP TIP *To defeat Belezar, put the dragon eye on the fake Staff of Ages. To defeat the Warlock Lord, put the Staff of Ages and the ring in the hands of the statue of Lord Jair.*

SHADOWMAN

93% 5 — Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.


TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.


TOP TIP *On the Jedi difficulty setting, the Wampas will be your friends if you get all the challenge points.*

SILICON VALLEY

91% 5 — Take 2 • £50 • 1 player • on cart • Issue 22 • MK



The most original console game ever. A breathtakingly clever and supremely playable platformer.


TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SOUTH PARK

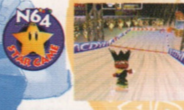
73% 3 — Acclaim • £40 • 1-4 players rumble pak • Controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first person shooter.

TOP TIP *Enter BOBBYBIRD as your password to unlock absolutely everything.*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA


Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.


TOP TIP *Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.*

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo • £50 • rumble pak • 1/2 players • expansion pak • on cart • Issue 30 • MK


Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option for a cut scene showing your racer trading insults with the course favourite.*

SUPERMAN

14% 0 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.

TOP TIP *Level Select: After saving your game, hit reset, go to load game and when it asks you to put in the rumble pak, hold L + B for a few seconds and while holding them hit A.*

SUPER MARIO 64

96% 5 — Nintendo • £50 • 1 player • on cart • Issue 1 • ZN


Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

TETRISPHERE

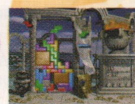
69% 3 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

TOP TIP *Type in the word VORTEX on the password screen, then press and hold the Reset button for a strange animated sequence.*

THE NEW TETRIS

88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK



At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.


TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE

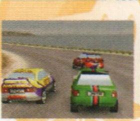
55% 2 — Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TOP TIP *Avoid the giant tomatoes by holding Z and moving left and right.*

TOP GEAR RALLY

86% 4 — Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.


TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR OVERDRIVE

79% 3 — Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.


TOP TIP *Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.*

TUROK DINOSAUR HUNTER

91% 4 — Acclaim • £30 • 1 player • controller pak • Issue 1 • TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *• Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 SEEDS OF EVIL

95% 5 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW


A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK: RAGE WARS

87% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG


The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% 2 — Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.


TOP TIP *Just after the word "Go" disappears, press Up twice. If done correctly you should get a jump start. Nicely!*

VIRTUAL POOL 64

77% 4 — Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.


TOP TIP *To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.*

VIGILANTE 8

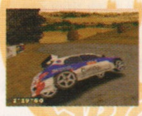
74% 3 — Activision ● £40 ● 1/4 players ● controller pak ● expansion pak ● Issue 28 ● JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.


TOP TIP Use the password JTBT7CFD1LRMGW to unlock all stages and vehicles. Try MAX_RESOLUTION to enable a hi-res mode.

V-RALLY 99

90% 5 — Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA

Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP Score 100% in Arcade mode to get access to two sets of secret cars.

WAIALAE COUNTRY CLUB GOLF

49% 1 — Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.


TOP TIP On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.

WAR GODS

46% 0 — GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.


TOP TIP To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.

WAVE RACE 64

90% 5 — Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.


TOP TIP To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.

WAYNE GRETZKY'S 3D HOCKEY

75% 3 — GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.


TOP TIP Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 — GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.


TOP TIP Issue 11 featured a guide to two-player excellence in the original Gretzky. It also applies to this sequel. And Olympic Hockey.

WCW/NWO REVENGE

75% 3 — T•HQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

TOP TIP During a match, press Z to make the computer take control for a while.

WCW vs NWO WORLD TOUR

70% 2 — T•HQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

TOP TIP Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue.

WETRIX

74% 3 — Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

TOP TIP Complete all 16 practice rounds for a choice of groovy floor patterns.

WIPEOUT 64

88% 5 — Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.


TOP TIP Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.

WORLD CUP '98

73% 2 — EA ● £40 ● 1/4 players ● Controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

TOP TIP Win the World Cup – on any difficulty – for Classic Match option.

WORLD DRIVER CHAMPIONSHIP

91% 5 — Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 33 ● JB

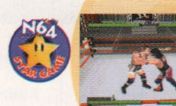



It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.


TOP TIP All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Press Left, Right, Right, Left, Down, Up at the next screen.

WWF ATTITUDE

88% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG



The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.


TOP TIP For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.

WWF WARZONE

85% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK




A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

TOP TIP On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.

YOSHI'S STORY

86% 5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.


TOP TIP White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the '?'.

Import releases
(not yet released in UK)

64 O-SUMO

90% 4 — Bottom Up ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● ME



Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% 2 — Human ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● TW

Unusual and quirky but there are no proper objectives and no real challenge. Looks great, plays boringly.

A BUG'S LIFE

62% 2 — Activision ● 1 player ● rumble pak ● controller pak ● Issue 31 ● JB

A great movie. A basic, primitive platformer. No surprise there, then, eh?

AUGUSTA MASTERS '98

40% 1 — T&E Soft ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% 0 — Hudson ● 1 player ● rumble pak ● controller pak ● on cart ● Issue 20 ● JP

Cheap and nasty mixture of simplistic shooting games.

BOTTOM OF THE NINTH

44% 2 — Konami ● 1/2 players ● controller pak ● on cart ● Issue 30 ● TW

Baseball with none of the hi-res majesty of Acclaim's *All Star* games. Truly unremarkable.

CHORO Q 64

56% 1 — Takara ● 1-4 players ● rumble pak ● controller pak ● Issue 20 ● MK

Painfully slow clockwork racer. Tedious.

DENRYU IRA IRA BOU

65% 2 — Hudson ● 1/2 players ● Issue 12 ● JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

MISTAKE 64

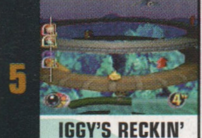
"I was foolish enough to buy these games", says Henry Coldrick of London. "Please forgive me". Well, he couldn't say he wasn't warned....

1. 
MISSION: IMPOSSIBLE

2. 
HOLY MAGIC CENTURY

3. 
AERO FIGHTER'S ASSAULT

4. 
FIFA 64

5. 
IGGY'S RECKIN' BALLS

GO! GO!

FIGHTING FORCE

Aaron Ball of Pembrokeshire is a beat-'em-up fan. "The beat-'em-ups on the N64 aren't as bad as people make out", he says. "I've had loads of fun with these." Good man.



DEZAEMON 3D
82% 4 Athena • 1-4 players • rumble pak • on cart • Issue 19 • MK

A complete shoot-'em-up development kit. Tricky, but fun.

DORAEMON
60% 1 Epoch • 1 players • controller pak • on cart • Issue 2 • TW

A slightly confusing and all-too-tedious *Mario* clone.

DORAEMON 2
52% 2 Epoch • 1 player • on cart • Issue 26 • JB

The world's favourite blue atomic cat returns in another brief, mildly diverting *Mario* clone for the younger player.

F-CUP MANIAX
85% 4 Imagineer • 1-2 players • rumble pak • controller pak • Issue 34 • JB

The Japanese version of *Fighter's Destiny 2* is a first-rate beat-'em-up. PAL release please.

FAMISTA 64
68% 1 Namco • 1-4 players • controller pak • Issue 11 • TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FIGHTING FORCE
26% 1 Core/Crave • 1-2 players • controller pak • rumble pak • Issue 31 • JB

A shocking conversion of a rubbish PlayStation game.

FOX COLLEGE HOOPS
25% 0 Fox Interactive • 1/2 players • controller pak • rumble pak • Issue 26 • TW

A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GET A LOVE PANDA LOVE UNIT
??% 2 Hudson • 1 player • on cart • rumble pak • Issue 26 • TW

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwwrr...

GLORY OF ST. ANDREWS
58% 0 Seta • 1-4 players • on cart • Issue 1 • TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET
52% 2 EA • 1-4 players • controller pak • rumble pak • Issue 26 • TW

A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

HARVEST MOON 2
82% 5 Pack In Soft • 1 player • controller pak • Issue 28 • MK

Wonderful farming RPG, packed with features. Reams of Jap text though, so we'd advise you wait for the UK version this autumn.

JANGOU SIM MAH JONG 64
69% 1 Video System • 1 player • controller pak • Issue 7 • JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER
66% 1 Imagineer • 1-4 players • controller pak • Issue 8 • TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT
52% 0 Hudson • 1/2 players • controller pak • Issue 10 • TW

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT STRIKER
89% 3 Konami • 1-4 players • controller pak • Issue 1 • TW

Konami prove their footballing dominance with a magical soccer sim.

J-LEAGUE PERFECT STRIKER 2
90% 5 Konami • 1-4 players • rumble pak • controller pak • Issue 32 • TW

New RPG mode could mean absolute perfection. Pity it's impossible to understand.

JEOPARDY!
9% 0 Take 2 • 1-3 players • controller pak • Issue 16 • MK

Less a game, more a vile disease.

IKKYOU WORLD CUP '98
91% 4 Konami • 1-4 players • controller pak • Issue 18 • TW

ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL
68% 1 Imagineer • 1-4 players • on cart • Issue 1 • TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU
60% 2 Imagineer • 1-4 players • controller pak • Issue 25 • TW

Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LAST LEGION UX
60% 3 Hudson • 1-2 players • rumble pak • controller pak • Issue 32 • MK

Intriguing twist on Sega's Virtual On that never quite comes off.

LEGEND OF THE RIVER KING
56% 3 Natsume • 1 player • on cart • rumble pak • Issue 26 • JB

One of those fishing RPGs the Japanese adore.

LET'S SMASH
67% 3 Hudson • 1-4 players • rumble pak • controller pak • Issue 23 • TW

Not the tennis game we hoped for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

MAGICAL TETRIS
59% 2 Capcom • 1/2 players • on cart • rumble pak • Issue 26 • JA

Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64
65% 1 Koei • 1-4 players • controller pak • Issue 3 • JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER
69% 2 Konami • 1-4 players • on cart • controller pak • Issue 1 • WO

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL
74% 4 Nintendo • 1-4 players • rumble pak • Issue 18 • MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

MARIO GOLF 64
90% 5 Nintendo • 1-4 players • on cart • rumble pak • GB pak • Issue 31 • MK

It might be golf, but Mazza and his mates are in it and we love it.

NEON GENESIS EVANGELION
61% 3 Bandai • 1 player • rumble pak • on cart • Issue 35 • JB

Odd mix of limited battle action and anime-style cut-scenes. With giant robots.

NIGHTMARE CREATURES
57% 1 Activision • 1 player • rumble pak • controller pak • Issue 25 • MK

Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a mound of chuff.

OFF ROAD CHALLENGE
21% 0 Midway • 1/2 players • rumble pak • controller pak • Issue 19 • JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

cut out and send



DIRECTORY readers top five



An N64 game of your choice!

The reader with the best, and most original chart, wins an N64 gameof their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath. BA1 1BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five..
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name ....

Address ....

Postcode ....

Game wanted ....

OGRE BATTLE 3
61% | **3** | Quest ● 1 player ● rumble pak ● on cart ● Issue 34 ● MG

Excellent strategy/RPG – but swamped with progress-hampering Japanese text.

PACHINKO WORLD 64
12% | **1** | Hewia ● 1 player ● Issue 13 ● TW

Like pinball without the skill or fun. Dull, dull, dull.

PIKACHU GENKI DECHU
75% | **3** | Nintendo ● 1 player ● rumble pak ● Issue 25 ● ME

With the new Voice Control headset, tell Pikachu to naff off. Good fun. If you're fluent in Japanese.

POCKET MONSTERS SNAP
80% | **4** | Nintendo ● 1 player ● rumble pak ● on cart ● Issue 29 ● MG

Innovative *Pocket Monsters* tie-in involving a photo safari in the sweet furry creatures' land.

POKÉMON STADIUM 2
83% | **4** | Nintendo ● 1-4 players ● on cart ● GB pak ● Issue 32 ● MK

Way too difficult unless you're fluent in Japanese. It should be with us in March and should be huge.

POWER LEAGUE 64
42% | **0** | Hudson ● 1/2 players ● controller pak ● Issue 7 ● JA

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4
54% | **2** | Konami ● 1/2 players ● controller pak ● Issue 3 ● TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5
78% | **3** | Konami ● 1-4 players ● controller pak ● Issue 17 ● MK

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64
80% | **3** | Compile ● 1/2 players ● on cart ● Issue 10 ● ZN

You didn't buy your N64 to play this but it's still rollicking fun. So, if you're rich, try it on for size.

SIM CITY 2000
83% | **3** | Imagineer ● 1 player ● controller pak ● Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS
90% | **5** | Nintendo ● 1-4 Players ● on cart ● rumble pak ● Issue 26 ● JB

N64 Beautifully playable, totally original platform beat-'em-up, starring classic characters.

SNOWBOARD KIDS 2
80% | **4** | Atlus ● 1-4 players ● controller pak ● rumble pak ● Issue 28 ● JA

Similar to the original, with improved stunts, but a little slow. If you don't love it, you'll hate it.

SNOW SPEEDER
71% | **3** | Imagineer ● 1/2 players ● controller pak ● on cart ● rumble pak ● Issue 26 ● JA

Skiing *and* snowboarding sounds like a winning combo, but *Snow Speeder* lacks the spark.

STAR SOLDIER
62% | **1** | Hudson ● 1 player ● rumble pak ● on cart ● Issue 19 ● MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER BOWLING
72% | **4** | Athena ● 1-4 players ● controller pak ● rumble pak ● Issue 30 ● MG

Rather good straight bowling action with plenty of cool little extras. PAL version soon, please!

SUPER ROBOT SPIRITS
58% | **2** | Banpresto ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA
78% | **4** | Konami ● 1-4 players ● controller pak ● Issue 15 ● TW

Yet another *Puyo Puyo* game, but enjoyable all the same.

TAMAGOTCHI WORLD 64
79% | **4** | Bandai ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JN

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64
42% | **1** | Seta ● 1-4 players ● on cart ● Bio pak ● Issue 26 ● JA

Clip the bio pak's monitor to your ear (no really!) and look like a plonker as you play another inferior *Tetris* clone.

TOKON ROAD
49% | **1** | Hudson ● 1-4 players ● Issue 12 ● DM

A tedious old wrestling sim

TRIPLE PLAY 2000
50% | **2** | EA ● 1-4 players ● rumble pak ● controller pak ● Issue 29 ● MG

Inferior baseball game from the kings of inferior sports efforts. Sadly the game will no doubt sell millions in the USA.

TRUMP WORLD
21% | **1** | Bottom Up ● 1-4 players ● on cart ● Issue 21 ● MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS
76% | **3** | Titus ● 1/2 players ● rumble pak ● on cart ● Issue 18 ● TW

Just what you've been waiting for – a chess sim...

WCW NITRO
42% | **1** | THQ ● 1-4 players ● controller pak ● Issue 27 ● JP

A third-rate conversion of an already pretty ropey PlayStation game. Avoid like True Evil itself.

WHEEL OF FORTUNE
17% | **0** | Gametek ● 1-3 players ● rumble pak ● Issue 11 ● TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WINBACK
83% | **4** | Koei ● 1-4 players ● rumble pak ● controller pak ● Issue 35 ● MK

Almost-great attempt at a proper 3D *Metal Gear Solid* on the N64 – with a four-player deathmatch.

WONDER PROJECT J2
55% | **2** | Enix ● 1 player ● controller pak ● Issue 1 ● WO

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.



SAVE UP TO 33%

WITH A 12 ISSUE SUBSCRIPTION TO





THAT MEANS 4 ISSUES FREE

(PLUS FREE DELIVERY!)

(Free delivery in UK only)

SAVE CASH!

Pay only £2 an issue when you pay by Direct Debit

FREE

DOUBLE GAME GUIDE + OR AN EXCITING FREE GIFT WITH EVERY ISSUE



Battle it out with your favourite Nintendo characters!
N64 MAGAZINE
Pocket Battle Cards

BEST BOOK EVER WRITTEN ABOUT VIDEOGAMES
GAME OVER
NINTENDO'S BATTLE TO DOMINATE VIDEOGAMES
DAVID SHEFF



FREE BOOK

GAME OVER is the greatest book ever written on games – and it's all about Nintendo. A rattling good yarn, full of controversy, war, sweat and Mario.

Call the subs hotline on

01458 271124*

Overseas readers call +44 158 271124

Fax the order form on 01225 822523*

E-mail: subs@futurenet.co.uk*

or visit our website at www.futurenet.com

*Please quote Order No. NSFP36 when telephoning or e-mailing your order. Lines open 8am-8pm, Monday-Friday.

Standard Subscription (12 issues) rates: UK Direct Debit £24 UK Cheque/Credit Card £29 Europe (inc. Eire & N.America) £37 Rest of the World £55

Back issues

Issues 1-29 SOLD OUT!

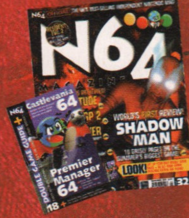
Keep your N64 Magazine collection complete by ordering your back issues here.



ISSUE 30
The Perfect Dark Edition
It's going to be bigger than *GoldenEye* and we had 60 new pics and an exclusive Q&A with Rare. Plus latest news and shots on *Resident Evil 2*, *Jet Force Gemini*, *Donkey Kong 64* and *Quake II* and a huge review of the fantabulous *Star Wars Episode 1: Racer*. ● Issue 30 also came with an exclusive **N64** keyring. Don't miss out!



ISSUE 31
The Premier Manager Edition
An exclusive review of the N64's first footy management sim, plus details of two new *South Park* games, and four pages of new *Perfect Dark* shots. Latest news on *Armorines* plus six pages of tips for *Episode 1*.
● The DGG+ had a complete playing guide for *Castlevania* and tips for *Premier Manager 64*.



ISSUE 32
The Shadowman Edition
The first ever review of this grisly action adventure, plus reviews of *WWF Attitude*, *World Driver* and *Quake II*. We also took a closer look at forthcoming scare-'em-up *Resident Evil 2*. Don't miss it!
● The DGG+ had level-by-level tips for *Star Wars Episode 1: Racer* and a complete walkthrough for *Quake II*.



ISSUE 33
The Hybrid Heaven Edition
A world exclusive review of *Hybrid Heaven*, plus 31 new shots of multiplayer gore-fest *Turok: Rage Wars*. Where to find *Shadowman*'s first 21 Dark Souls, a multiplayer *Quake II* guide and every finishing move from *WWF Attitude*.
● In the DGG+, tips for every *Episode 1: Racer* track and a complete *Quake II* walkthrough.



ISSUE 34
The Jet Force Gemini Edition
The world's first review of Rare's superb bug-blaster, *Jet Force Gemini*. Plus pics and the latest info on the games from Japan's Spaceworld show, including *Zelda Gaiden*, *Kirby 64*, *Mother 3* and *Super Mario Adventure*.
● Find every single Dark Soul in *Shadowman* with the help of our exhaustive Book of Secrets!

ISSUE 35
The Rage Wars Edition
Yet another world exclusive review, this time on Acclaim's new Turok game. Unmissable first tips on space blaster *Jet Force Gemini* and all-new shots of Capcom's zombie shocker – *Resident Evil 2*. Plus all you ever needed to know about Pokémon!
● Battle it out between your favourite Nintendo characters with our free **N64** Pocket Battle Cards!

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon below, by phone on (01458) 271124, or by e-mail at subs@futurenet.co.uk

N64 MAGAZINE SUBSCRIPTION ORDER

Personal details

Title ________ Initials ________ Surname ____________________

Address ____________________

____

Postcode ____________________ Country ____________________

Tel no.(inc.STD) ____________________

Your subscription will start with the next available issue. European subscribers, quote your EC VAT reg no ____________________

Please start/extend my subscription at the rate ticked below

- By Direct Debit UK only – ☐ £24 (Fill out the coupon to the right)
- By cheque or credit card
  ☐ UK £29 ☐ Europe (inc Eire & N.America) £37* ☐ Rest of world £55* (*Overseas prices quoted are for airmail only)

UK readers return this coupon by freepost to: **N64 Magazine, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR.**

Overseas readers return (postage payable) to: **N64 Magazine, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB. UK.**

Please choose your method of payment

1. ☐ **Direct Debit. (UK only).** The full amount of your subscription will be deducted in advance and in one lump sum
2. ☐ **Cheque** (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)
3. ☐ **Visa** Expires ____________
4. ☐ **Mastercard** Expires ____________
5. ☐ **Switch** Issue No. ________ Valid Date ____________

Card no ____________________

Signature ____________________ Date ____________

☐ Please tick this box if you would prefer not to receive information on special promotions

Order Code NSFP36

BACK ISSUES ORDER HERE: (Please enclose a separate payment for back issues)

Please can I have issue(s): ____________ as shown on the page above

Total amount enclosed ____________ * see below

* Overseas orders: Europe add £1 and ROW add £2 for delivery

Instruction to your Bank or Building Society to pay Direct Debits.

Future Publishing — Future Publishing Ltd. Cary Court, Somerton, Somerset. TA11 6BR — DIRECT Debit

Originator's Identification Number: 9 3 0 7 6 3

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager
____________ Bank/Building Society
Address ____________________
____________ Postcode ____________

2. Name(s) of account holder(s) ____________

3. Branch sort code (from the top right hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

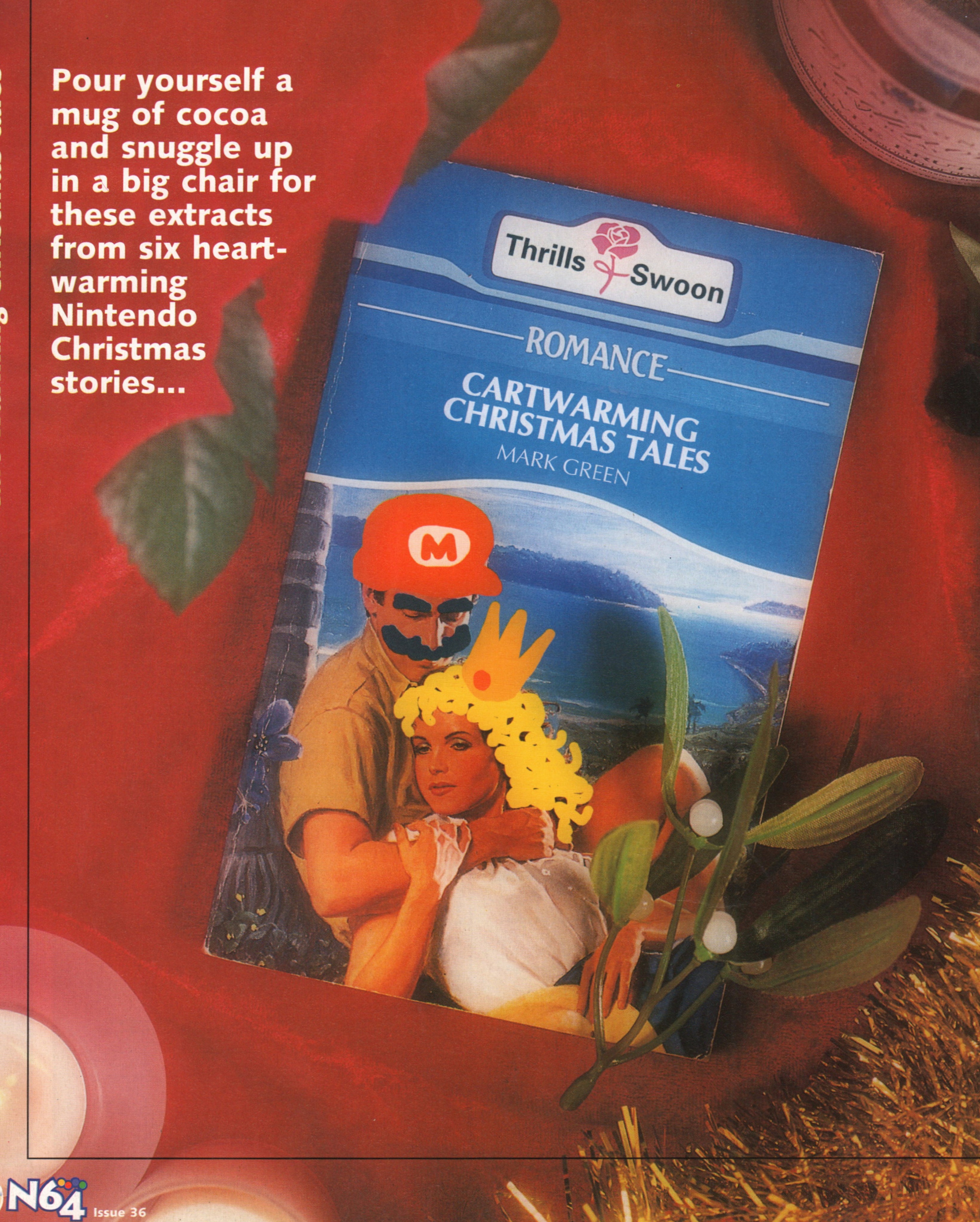
Signature(s) ____________ Date ____________

Ref No (Office use only) ____________

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it.
You cannot fax or email direct debit forms

Pour yourself a mug of cocoa and snuggle up in a big chair for these extracts from six heart-warming Nintendo Christmas stories...



Cart-warming Christmas tales

MULETIDE SNOG

thick twig in her pocket – just in case.

As the snow crunched beneath her feet, Malon convinced herself that she was shivering because of the cold. Deep in her heart, she knew otherwise.

Ever since that fateful day at the stables, when Link had hypnotised her with the piercing, unpleasant tones of a rudimentary clay flute thing, the mere thought of his egg-white tights and over-sized wizard's hat had been enough to have her shuddering with happiness and excitement.

Now, as she made her way to her father's ranch through the gently falling flecks of white, her mind danced with images of that pointy-eared man with the girl's haircut. She hoped – no, *wished* – that the TV of Link's mind was showing non-stop repeats of that beautiful day.

Suddenly, Malon was startled by the sound of clattering hooves behind

121

MULETIDE SNOG

her, and spun round on impulse. Her heart leapt. Sitting astride a magnificent steed was Link himself, dressed in a striking green rag.

Noticing Malon, the burly elf slowed the horse to a stop and dismounted. Brushing his Pat Sharp-style locks aside, his deep blue eyes met hers.

"Fancy a ride?" he wheezed. "Jump on!"

Before Malon could answer, Link's strong arms had grasped her waist and hauled her up onto the horse's back. Malon sighed. What manly curves lay beneath that Master Shield, she wondered?

Link's steed reared up and began to gallop through the maze of falling snowflakes towards Lon Lon Ranch. Was this a free ride, Malon wondered, or was Link expecting payment in kind? There wasn't

122



FELINE FANTASY

a furball, and with a deep breath, entered.

Katt's parents had been right – she *wasn't* the only animal to harbour dreams of becoming a pilot. The hall of the Starfox Academy was filled with hundreds of other furry quadrupedal beasts who weren't about to let their lack of opposable digits stop them flying multi-million pound aircraft.

Despite the wintry blizzard outside, the heat and noise was stifling, and Katt became increasingly disoriented and dizzy as she was shoved this way and that by the heaving throng. She suddenly had an overwhelming urge to be back home, safe in her wicker basket next to the shoe cupboard.

"Get out of my way!" a gruff voice said behind her.

Irritated, she span round and gazed at the stranger. Her legs buckled. He wasn't a stranger at all, but Falco Lombardi, Starfox's most respected

75

FELINE FANTASY

pilot. This was no ordinary bird – his bright plumage, sinuous claws and hypnotic, come-to-nest eyes rendered her speechless.

"Mr Lombardi... I..." Katt's mouth became dry.

"Hey, er... no problem. Sorry," apologised Lombardi, his temper cooling.

"Er, Mr Lombardi, you're really... er, well, a real hero of mine, and, er..." Why was she still talking? Already, Katt looked set to earn the Academy's infamous Slippy Toad Award for Spectacular Idiocy.

"Well, thanks," offered Lombardi. "Look, sorry I shouted. Tough day. Problem with the G-diffusers. Fox saved my hide. Suppose I should be grateful." He paused. "Hey, how about I buy you Christmas lunch, to make up for it?"

Was she dreaming? The great Falco Lombardi was offering to buy her lunch? The prospect of Falco coughing up predigested worms for her was tempting,

76

PREHISTORIC PASSIONS

wiped his hand dry.

"This isn't safe," said Adon, trembling. Adon knew it was dangerous to be this deep in the forest, with dinosaurs on the prowl. But the surroundings couldn't be more beautiful, with the snow-covered trees looming like Stegosaurus legs in the cold mist, and Turok's belt of shotgun ammo glistening in the winter sun.

"Don't worry, I've come prepared," Turok reassured Adon. He pointed to his bag, filled with a flask of coffee, sandwiches, two Kit-Kats, and an eight-foot long Cerebral Bore set to 'Maximum Penetration'.

She smiled, moving to slip her arm around his back and over his shoulder. His 73-inch chest meant that her hand couldn't reach any further than the small of his back, so she delicately stroked his frictionless, baby-oiled skin instead. Turok responded by smiling to himself and thinking about how great he was.

Suddenly, a bush rustled. Adon jumped and turned to Turok, expecting to see him

98



PREHISTORIC PASSIONS

already wielding the Bore and dribbling in anticipation of dino chunks flying. Instead, he was preening his hair.

"Turok," screamed Adon. "Quick! There's -"

The bushes were jiggling real nice now. Adon shook uncontrollably, certain that this was the end. She consoled herself that she and Turok would be together forever, mixed together with the stomach acids in the dinosaur's belly.

Suddenly, the creature emerged. Adon gasped with shock and delight. It was the Campaigner, carrying nothing more threatening than a sweetly-singing violin. Behind him, five Raptors – dressed in tuxedos – carried a table, candles, and a set of silver platters.

"How does Christmas dinner in the forest sound, darling?" smiled Turok.

"Oh, Turok... " whimpered Adon, her eyes moist. "It's perfect."

The Raptors, resisting the temptation to gorge on tasty human flesh, gently laid the

99

Cart-warming Christmas tales

stuck in her throat last Christmas.

Mario and Peach sat stony-faced at the table. The only sounds were the Tick-Tock Clock tick-tocking at the top of the stairs, and the barking of an excited Chomp scampering through the deep snow outside.

Mario absent-mindedly pushed at remnants of Peach's cake with his fork. It was traditional for Peach to bake Mario a cake after he'd rescued her from Bowser, and this was the fifth such sugary treat that week. Mario didn't know how many more marzipan stars he could stomach.

"Why can't you accept-a me for who I am?" cried Mario suddenly, shattering the silence. "Would you rather I went-a back to sticking my head down toilet-a bowls and carrying around buckets of sewage? I've made things better for us, and all you can-a do is complain-a!"

"What?" countered Peach, feeling the tears well in her eyes. "You *never* change! Look at your hair! And that horrible moustache... why do you think I always kiss

you on the nose?"

Mario's fist grew to six times its usual size as he brought it smashing down on the table. "You'd rather get your lips-a burned off by that fire-spitting dinosaur, eh?"

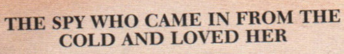
"Ha!" laughed Peach. "At least he doesn't shout 'Hup! Hup! Hup!' every time he climbs the stairs! At least he can stand still for more than 60 seconds without dozing off! At least -"

The door flew open, sending snowflakes fluttering into the room. Luigi stood in the doorway, looking furious. "Peach," he said in a low voice. "I've come to take you away from all this."

Peach didn't need further invitation. She leapt up and ran sobbing into Luigi's arms. Mario's eyes widened. "Mama mia!" he cried. "Luigi! We're brothers!"

Luigi's eyes narrowed as his arms enveloped Peach. "Brother?" he whispered angrily. "I have no brother."

What happened next took all three of them by surprise. A sudde



expect any more than £30, love."

Where was he? The sparkling Christmas lights above the street were pretty, but the cold was biting into Natalya. The Siberian fur coat that James had given her was no use, being riddled with bullet holes. Why was he late? She checked her watch – another present from James – but it simply asked if she wanted to abort the mission.

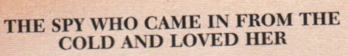
Suddenly, she heard the telltale tinkling of glass, first to her left, then to her right. At last!

"Hello, darling," said James, appearing behind her, "Just had to take out the CCTV cameras."

"Again, James? But why?" asked Natalya.

"Because no-one's allowed to spy on your beauty but me," he purred.

He held her for a moment, and she melted in his arms. It was risky dating



an international spy – especially as he always carried a stash of proximity mines – but, as she nestled against his warm chest, his love for her was obvious. Was that a gun in his pocket, or...?

"Get down!" Bond pushed Natalya to the floor, pulled out a Magnum and fired. As nearby shoppers screamed and ran for cover, stray bullets caused a car, a barrel and a pile of crates to explode, and two guards that Natalya hadn't noticed groaned and fell to the floor.

What a hero! As Natalya coughed her guts out in the fire and smoke, she realised this was the man she wanted to spend the rest of her life with. And she knew he'd be faithful – what spy had time for a never-ending procession of meaningless affairs?

Natalya stood up slowly and wiped the specks of blood from her cheek. It



touched it under the mistletoe.

The fires of Deadside were burning bright tonight. Mike and Nettie sat together, warmed by the searing heat of burning bodies, breathing in the intoxicating smell of rotting flesh and charred bones, listening to the distant, gurgling screams of blood-filled mouths.

Nettie gazed at her love. He was burning bright, too – his eyes were on fire with the magic of the Dark Souls inhabiting his body, his skin glowed with power, and his bald head acted like a mirror, reflecting every bit of light from their surroundings and looking like the floor of a Saturday night disco.

"Mike," said Nettie, stroking Mike's exposed ribs, "Are you happy?"

Mike smiled. "Nettie," he replied. "How could I not be? I've got my health, I've got my guns, I've got the chance to kick zombie ass every day, and, most of all – " he stroked Nettie's long, black hair – "I've got you, a girl

who's forced to 'get it on' on a regular basis or die. Perfect!"

Nettie sighed and flung her arms around Mike. "Mr LeRoi," she whispered. "I must have been dating gangly streetwise zombie guys for a thousand years, but I have *never* come across anyone quite like you. You send pins and needles through me."

"Oh, sorry," said Mike, pulling pins from a small doll of Nettie. "Must have been shoving them in too hard."

"Oi!" said a voice. "Don't forget about me! I'm Oirish t'rough and t'rough, to be sure, to be sure!"

It was Jaunty, and he looked particularly pleased with himself.

"There's a Deadside Christmas party this evening," he said. "The universe is going to echo with the partying of the damned, my friends! You coming?"

"Wouldn't miss it for the world," said Nettie, kissing Mike softly on his buffed-up bonce. Jaunty smiled, and





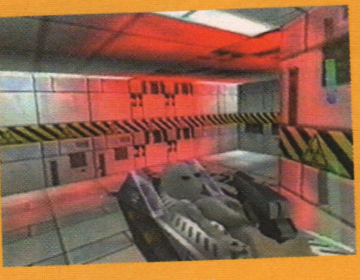
Coming soon in... N64 MAGAZINE

2000

It's going to be the biggest year yet for Nintendo – and in N64/37, we'll have brand new shots for all the games you simply *must have* come the next millennium!

INCLUDING!

PERFECT DARK



ZELDA GAIDEN



POKÉMON STADIUM



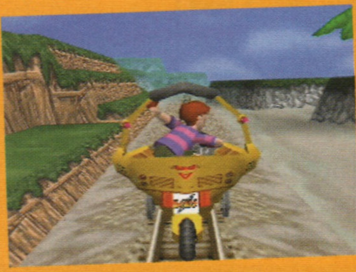
SUPER MARIO ADVENTURE



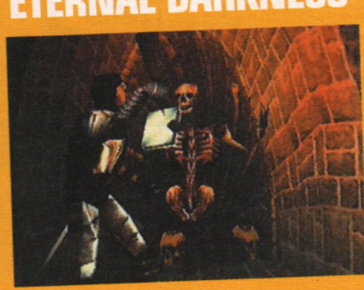
RIQA



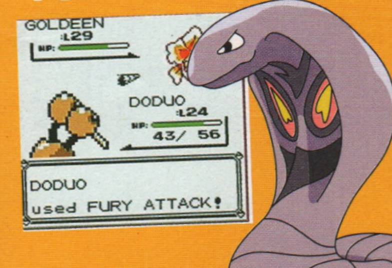
POKÉMON SNAP



ETERNAL DARKNESS



POKÉMON YELLOW



N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT



ISSUE

37



TIPPED!

DONKEY KONG 64

We show you how to find the first 50 golden bananas!

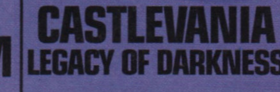
Even more pics!

MOTHER 3

ISS MILLENNIUM

CASTLEVANIA LEGACY OF DARKNESS









Reviewed!

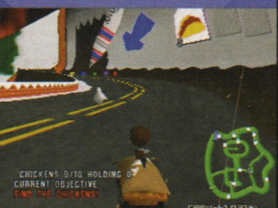
TOP GEAR RALLY 2

SOUTH PARK RALLY

TOP GEAR HYPERBIKE









and a whole lot more besides

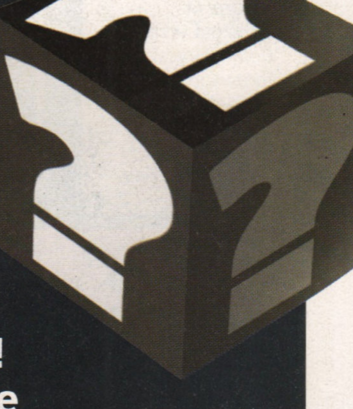
On sale Monday 20th December

NINTENDO MAGAZINE

- First news on the latest N64 games
- Tonnes of new tips and cheats
- Every Japanese and US game reviewed
- Biggest game challenges
- Loads of prizes
- The ONLY reviews you can trust

PLUS!

Absolutely Free!



It's another free gift – and this one's bigger and better than ever! In fact, it could just be N64's best giveaway EVER! Get down to the shops on December 20th!

All magazine contents and free gifts subject to change.



Wish you were here.



A personal journey into the world of exceptional N64 games that have passed without so much as a whimper. This month, the blinding...

Body Harvest

with Jes Bickham



Granted, *Body Harvest*'s graphics look like they were sketched out on a napkin before being transferred directly into the game, and the smothering fog almost puts *Turok*'s pea-souper to shame, but DMA's three-years-in-the-making alien-invasion epic plays a complete storm. And it's horribly depressing to think that, along with the equally fantastic – and equally underrated – *Silicon Valley*, *Body Harvest* only sold about, ooh, ten copies.

Ostensibly a simple shoot-'em-up with the accent on mowing down legions of insectoid invaders, *Body Harvest* also throws in some RPG-style character interaction, plentiful puzzles, some utterly vast levels and over 60 – yes, *60* – different types of vehicles to bomb around in ("A gold-lined stroke of genius", said Tim in his review, and he wasn't wrong). Whilst the time taken to develop the game meant the graphics looked a little dated, DMA made the most of the three years and stashed the game full of joypad-gripping things to do. Ferrying a merchant ship full of refugees across a volcanic lake whilst being strafed by huge bomber bugs; borrowing a fire engine to douse a flaming Greek village whilst fighting off a harvester wave; raising sunken cities to find an essential piece of equipment… these are just a few examples of what *Body Harvest* asks you to do. Sure, your main concern is to track down the harvester waves in an effort to save the human race, but there's just so much more to it. It's involving, wonderfully constructed and totally engrossing.





The music, also, is superb. Moody and atmospheric, then thundering, strident and cinematic in combat, it's simply cracking. And, coupled with the vast levels – set in five disparate time zones, packed with detail and things to do, and peopled with hundreds of different characters – it helps no end in making *Body Harvest* one of the most engrossingly evocative games we've ever played.

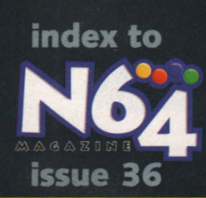


So, then. Whilst it does look like the videogame equivalent of boiled cabbage, *Body Harvest plays* an absolute storm. You can find it in most shops for about twenty quid nowadays; our advice, if you haven't already, is to buy it. It's great.

And that's a fantastic name, too.



index to



issue 36

This issue on sale Monday 29th November
Next issue on sale Monday 20th December

01279 321 321

ORDER ONLINE AT UKGAMES.COM

How to Order

By telephone on **01279 321 321**

By fax on **01279 322 322**

By post at **Special Reserve, P.O. Box 847, Harlow, CM21 9PH**
Free immediate cheque clearance

By e-mail to **Orders@reserve.co.uk**

Online at **http://ukgames.com** or at any of the other Special Reserve addresses

Or visit a **Special Reserve Club Shop**

Prices include VAT and delivery
Fast, efficient, accurate despatch
0% finance option - see below
Market leader - established 12 years
Official Sony, Nintendo & Sega supplier
All genuine UK new boxed product

Open until 8 pm (5 pm Sun)

We only supply members but trial membership is just 60p

Why have 500,000 people joined Special Reserve?

Just £6.99 gets you into the club

There is no obligation to buy anything
Claim a FREE GIFT if you buy any one item as you join or renew*.

Full members (£6.99 UK) receive:

- One Year Family Membership
- 9 issues of the Club Magazine with Incredible Special Offers
- Free entry to Club Competitions
- Any one of 20 FREE GIFTS*
- Bonus Book of 3500 Cheats
- Bonus Best Internet Guide
- Save just 5 Reddies - and choose another FREE gift.

FREE

FREE

1 MB 1 MB PAIR FREE

FREE ARMCHAIR

ALL SEVEN GAMES FREE



Choose any gift when you buy any one item at the same time as joining Special Reserve for one year (£6.99)

- FREE 3D ANALOGUE CONTROLLER FOR N64
- FREE PAIR OF 1 MB MEMORY CARDS FOR N64
- FREE RUMBLE PACK FOR N64
- FREE CASIO DC2000 PERSONAL ORGANISER
- FREE INFLATABLE ARMCHAIR - RED, PINK, PURPLE OR BLUE (add £3 carriage for this item)
- FREE SUPER MARIO RADIO ALARM CLOCK
- FREE SUPER MARIO BINOCULAR & CAMERA SET
- FREE 52 CAPACITY CD WALLET (SOFT BLACK)
- FREE STAR WARS - DARTH MAUL DIGITAL WATCH
- FREE SCART LEAD FOR DREAMCAST
- FREE PAIR OF CONTROLLERS FOR PSX
- FREE PAIR OF 1 MB MEMORY CARDS FOR PSX
- FREE SUPER AV SCART LEAD & LINK CABLE FOR PSX
- FREE HARD CASE STORAGE RACK FOR PSX
- FREE AMIGA EMULATOR FOR PC
- FREE CYBERSTICK ANALOGUE JOYSTICK FOR PC
- FREE PAIR OF MAD KATZ CONTROLLERS FOR PC
- FREE PHILIPS FREESPEECH 98 CD FOR PC
- 7 GAMES FREE ON CD FOR PC
Actua Soccer, Premier Manager 2, Utopia, Zool 2, Retribution, Space Crusade and Re-loaded

BONUS **3500 CHEATS BOOK** and **INTERNET GUIDE** with EVERY GIFT

BONUS GIFT

0% Pay in 9 Months!

**10% deposit, no more to pay for 9 months and no interest, subject to status.
Your total purchase must be over £200 including one hardware item.
0% APR if the balance is paid in full after nine months or 29.8% APR extended loan.
Written details in the Club Magazine.
Just ask for 0% finance when you order.**

Nobody gives value like Special Reserve

BEST BUY *BEST BUY* *ORDER ON-LINE @ HTTP://UKGAMES.COM* *BEST BUY* *BEST BUY*



BODY HARVEST	GEX 64	JET FORCE GEMINI	DUKE NUKEM: ZERO HOUR	MARIO GOLF	TUROK 2	DONKEY KONG 64
SAVE £33	SAVE £15	SAVE £10	SAVE £8	SAVE £8	SAVE £20	SAVE £10
11.99	14.99	39.99	31.99	36.99	19.99	39.99



Special Reserve Discount Network

1FREE

**Only one per address
For a free magazine go to www.1FREE.co.uk or phone 01279 321 321 or ask in a club shop**





FREE

FREE Extra Controller & FREE Memory Card with every N64

DOWN

N64 FIRE PACK 64.99

N64, Official 3D Controller & RF lead
PLUS FREE extra 3D Controller
PLUS FREE 1 MB memory card

Save £30

Available in Standard Grey or add £10 for new Pink, Green, Purple, Charcoal, Orange or Blue

+ GOLDENEYE or MARIO 64 ... ...84.98
OR + D/KONG 64 & HI-RES 109.98
Available only in Standard Grey

A Scart lead is recommended for connection to a TV with SCART input 7.99

OFFICIAL 4 MB HI-RES RAM PACK 23.99

N64 Top 100

All prices include delivery

**200 items DOWN this month.
Many at below trade price**

(Hi) = Hi-res RAM expansion compatible

Title	Price
40 WINKS	32.99
1080 SNOWBOARDING 93%	26.99
ARMORINES	33.99
ASTEROIDS	29.49
BANJO-KAZOOIE 96%	25.99
BASS HUNTER	32.99
BEETLE ADVENTURE RACING	26.99
BIO FREAKS 85%	29.99
BLAST CORPS 89%	13.99
BODY HARVEST 93%	11.99
BOMBERMAN HERO 83%	29.99
BUCK BUMBLE	19.99
CARMAGEDDON (Hi)	35.99
CASTLEVANIA 90%	34.99
COMMAND & CONQUER 91%	36.99
DESTRUCTION DERBY 64	35.99
DIDDY KONG RACING 97%	28.99
DISNEYS TETRIS CHALLENGE	31.99
DONKEY KONG 64 (Requires Hi)	39.99
DONKEY KONG 64 + NINTENDO HI-RES RAM EXPANSION	**47.99**
DOOM 92%	11.99
DUKE NUKEM: ZERO HOUR (Hi)	31.99
EXTREME G 2 88%	24.99
F-ZERO X 92%	24.99
FIFA 99 94%	33.49
FIGHTERS DESTINY 93%	36.99
FIGHTING FORCE	32.99
FORMULA 1 WORLD GP 2 91%	33.99
FORSAKEN 93%	14.99
GEX 64	14.99
GOLDENEYE 98%	26.99
HOLY MAGIC CENTURY 84%	21.99
HYBRID HEAVEN	29.99
INT. SUPERSTAR SOCCER 64	18.49
INT. SUPERSTAR SOCCER 98	28.99
J McGRATH SUPERCROSS	33.99
JET FORCE GEMINI	39.99
KNIFE EDGE	24.99
KNOCKOUT KINGS 2000	33.99
LEGEND OF ZELDA 98%	37.99
LEGO RACERS	34.99
LYLAT WARS 95%	26.99
MARIO GOLF	36.99
MARIO KART 64 94%	26.99
MARIO PARTY 85%	32.99
MICHAEL OWEN WORLD SOCCER	35.99
MICRO MACHINES 64 TURBO	29.99
MISSION IMPOSSIBLE 92%	29.99
MONSTER TRUCK MADNESS	32.99
MORTAL KOMBAT 4 90%	18.99
MYSTICAL NINJA 2	39.99
NASCAR 99	27.99
NBA HANGTIME	9.99
NEW TETRIS	33.99
NFL QUARTERBACK CLUB 2000	33.99
NHL BREAKAWAY 99 90%	24.99
OLYMPIC HOCKEY 98 84%	14.99
PERFECT DARK (Hi)	39.99
PREMIER MANAGER 99 90%	33.99
QUAKE 92%	18.99
QUAKE 2 91%	29.99
RAINBOW SIX	36.99
RAYMAN 2	34.99
RE-VOLT	33.99
RESIDENT EVIL 2 (Hi)	38.99
RIDGE RACER REVOLVER (Hi)	39.99
ROAD RASH 64	32.99
ROADSTERS	34.99
RUGRATS TREASURE HUNT	32.99
SHADOWMAN (Hi) 93%	39.99
SILICON VALLEY 91%	18.99
SNOWBOARD KIDS 84%	26.99
SOUTH PARK 92%	39.99
S. PARK:CHEF'S LUV SHACK(15)	33.99
SOUTH PARK RALLY	33.99
STAR WARS: RACER (Hi)	39.49
STAR WARS: ROGUE SQUAD (Hi)	36.49
STARCRAFT (Hi)	39.99
STARSHOT: SPACE CIRCUS	19.99
SUPER MARIO 64 100%	21.99
SUPER SMASH BROTHERS	39.99
TAZMANIAN EXPRESS	32.99
TETRISPHERE 96%	14.99
TONIC TROUBLE	36.99
TUROK 2 - SEEDS OF EVIL (Hi)	19.99
TUROK RAGE WARS	33.99
TWISTED EDGE SNOWBOARDING	24.99
V - RALLY 99 90%	16.99
VIGILANTE 8 - 2ND OFFENCE	30.99
WAYNE GRETSKY ICE HOCKEY	12.99
WCW MAYHEM	33.99
WCW VS NWO: REVENGE	19.99
WIPEOUT 64 93%	32.99
WORMS ARMAGEDDON	32.99
WWF ATTITUDE 91%	39.99
WWF WRESTLEMANIA 2000	35.99
XENA WARRIOR PRINCESS	34.99

Nintendo 64 Books

Title	Price
LEGEND OF ZELDA OFFICIAL STRATEGY GUIDE	10.99
SHADOWMAN OFFICIAL STRATEGY GUIDE	9.99
SECRET CODES 2 FOR N64	7.49
SPECIAL RESERVE BOOK OF 3500+ CHEATS	3.99
WWF ATTITUDE OFFICIAL PLAYERS GUIDE	9.99

GAME BOY COLOR

WITH FREE MAINS ADAPTOR

£65.99 SAVE £23

Available in 6 Colours
Games From £12.99

POKEMON PHENOMENON
Gotta collect 'em all

POKEMON BLUE	22.99
POKEMON RED	22.99
PIKACHU (see right)	19.99
OFFICIAL GUIDE BOOK	9.99
LINK CABLE	5.99

NEW

Sega Dreamcast £199.99 Less £10*

*Deduct £10 off our price of any one item bought at the same time as a Dreamcast. Games from £25.99

Nintendo 64 Peripherals

OFFICIAL NINTENDO 3D CONTROLLER WITH FREE 1MB MEMORY CARD

Black	17.99	Blue	17.99
Green	17.99	Grey	17.99
Red	17.99	Yellow	17.99

COMPETITION PRO NS64 CONTROLLER
Colour may vary ... **9.99**
5 fire buttons and view control, auto-fire and turbo fire with memory card slot.
SAVE £10

JORDAN GRAND PRIX RACING WHEEL AND PEDALS ...45.99
(Dual shock & Dual rumble)
SAVE £24

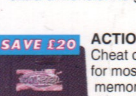
TOP DRIVE DOUBLE SHOCK WHEEL AND PEDALS ... 49.99
Programmable buttons, D-shaped wheel, stick shift, self centering technology
SAVE £15

TOP DRIVE 3 RACING WHEEL ... 27.99
Programmable buttons, D-shaped wheel, stick shift, self centering technology
SAVE £2

MAD KATZ STEERING WHEEL AND PEDALS ... 39.99.
8 digital buttons and analogue foot pedals.
SAVE £40

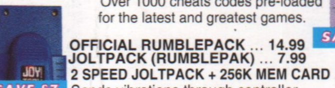
4MB HI-RES RAM EXPANSION PACKS:
OFFICIAL EXPANSION PACK ... 23.99
JOYTECH EXPANSION PACK ... 16.99
Hardware upgrade that provides an all round performance boost to your N64. Allows certain games to be played in high resolution. Look for games marked (Hi)
SAVE £13

INTERACTOR RUMBLE VEST ... 21.99
Sends vibrations through the vest to give an extra dimension to gameplay. Requires scart connection.
SAVE £3



SAVE £20
ACTION REPLAY ... 34.99
Cheat cartridge containing hundreds of cheats for most N64 games. Fully programmable memory allowing enables you to add, store or delete cheat codes.

XPLORER 64 CHEAT CARTRIDGE ... 23.99
Over 1000 cheats codes pre-loaded for the latest and greatest games.
SAVE £11



OFFICIAL RUMBLEPACK ... 14.99
JOLTPACK (RUMBLEPAK) ... 7.99
2 SPEED JOLTPACK + 256K MEM CARD ... 12.99
Sends vibrations through controller.
SAVE £7

OFFICIAL 256K MEMORY CARD(12 SLOT)	**14.99**
1 MB MEMORY CARD (48 SLOT)	**4.99**
PAIR OF 1 MB MEMORY CARDS	**7.99**
8 MB MEMORY CARD (384 SLOT)	**16.99**

Special Reserve Big Club Shops



EASY PARKING
PC UPGRADES (£12 to fit any item)
PC REPAIRS (£30 plus parts)
OPEN 'TIL 8PM (10am to 5pm Sun)

BASILDON, ESSEX ... 01268 287776
Festival Leisure Park. 1 mile off A127

BRISTOL 0117 924 5000
351 Gloucester Road (A38). Nth of City

CHELMSFORD, ESSEX 01245 348777
43 Broomfield Road. Near bus station

EGHAM, SURREY ... 01784 473444
168 High Street. 1 mile J13 off M25

NOTTINGHAM 0115 949 1000
164 Derby Road, Stapleford.
2 miles J25 off M1. Nr Pizza Hut

SAWBRIDGEWORTH 01279 322399
The Maltings, Station Road
Not far from M11 junctions 7 or 8

UPMINSTER, ESSEX 01708 225544
209 St Mary's Lane. 2 miles J29 off M25

WINACAR.CO.UK - £1 Million prizes



Special Reserve Discount Network

UKGAMES.COM ... ... Cheapest games, thousands of reviews, news, video clips, release dates, charts and special offers.

UKCHEATS.COM	**UKN64.COM**
UKDREAMCAST.COM	**UKPLAYSTATION.COM**
UKHANDHELDS.COM	**UKPLAYSTATION2.COM**
UKPOKEMON.COM	**1FREE.CO.UK**

UKCOMPUTING.COM ... From leads to Pentium CPUs - we stock a massive range of PC Upgrades, all at incredible discount prices.

UKCDROM.COM	**UKRAM.COM**
UKDVD.COM	**UKSOFTWARE.COM**
UKPRINTERS.COM	**MAXXPC.COM**

FREEOLA.COM ... ... The UK's best FREE internet service ever - by far. No CD needed, FREE Technical Support, choice of 800 e-mail addresses e.g. Englandfans.com. Lots more - just log on

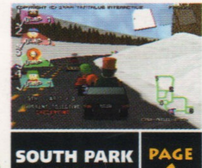
F1FANTASY.COM ... ... It's free - 16 Dreamcasts & a PC to win
FBFANTASY.COM ... ... It's free too - our £5000 Football game
WINACAR.CO.UK ... ... Lots of free competitions and cars to win

N64 MAGAZINE
36 CHRISTMAS 1999

REVIEWS THIS ISSUE!

OTHER GREAT STUFF!

LOOK OUT! Over 60 pages of brand new N64 games!











N64 MAGAZINE
Completely independent Nintendo 64 advice
30 Monmouth Street, Bath, BA1 2BW